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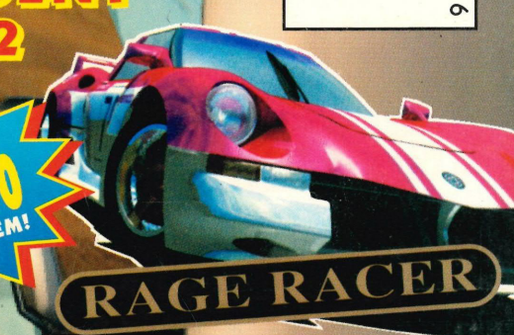

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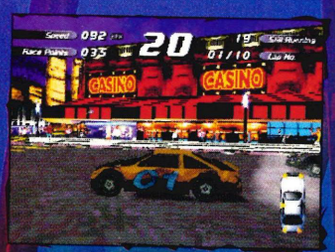

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PlayStation

PC CD ROM

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DESTRUCTION
DERBY 2

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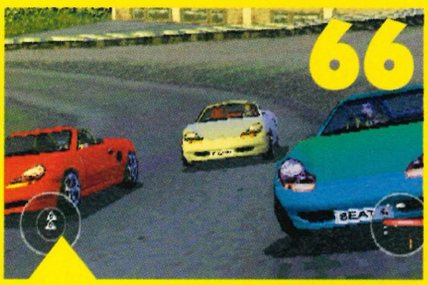
RAGE RACER

IT'S SHOWTIME!

The Ridge Racer engine meets its finest hour as we climb aboard our custom car and hit the streets with our Import review of the sexiest racer ever to rev the chips of the PlayStation. Burn to ***page 26*** *immediately!*



PORSCHE CHALLENGE

THE BOXSTER BEAT!

More motor mayhem as Sony's entry into the race arena, Porsche Challenge, skids into the Mean Machines' pit. Hit the accellerator and spin down to ***page 66*** *for an EXCLUSIVE preview!*

CONTRA

YOU'RE GONNA FIND ME OUT IN THE CONTRA...

First it was Gryzor on the NES and then it became Contra on the 16bit systems. Now, thanks to Konami, it's here on PlayStation with free silly 3D glasses. Lock and load in your Contra specs to ***page 34****. 'Tenshun!*

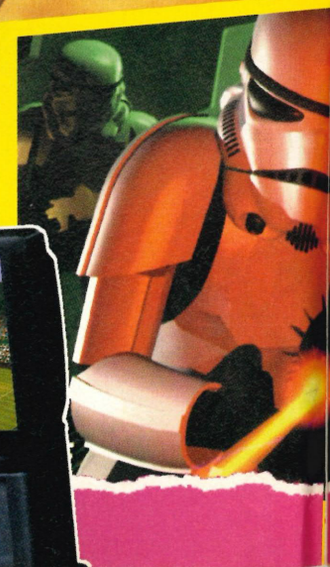
SPECIAL

COMPETITION	63

WIN! WIN! WIN!

OCEAN'S COLOUR SEEN!

Alright crap pun in the wrong order, but if you fancy the chance of having a huge telly in yer bedroom, courtesy of Ocean's Break Point Tennis title then lace up those Reeboks and forehand your way to ***page 63*** *NOW!*



SUPER PUZZLE FIGHTER 2X

WAR OF THE GEMS!

They've kicked just about every butt in the domain of the beat-'em-up, so now they're preparing to take on the world of the puzzle game. Watch out Tetris and Bust-A-move 2 'cos Super Puzzle Fighter 2X's up for preview on **page 74**. *It's a gem!*

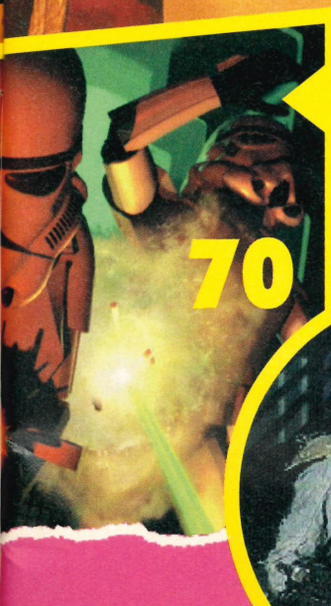
74

TOBAL NO.1

TOBAL OR NOT TOBAL. THERE'S NO QUESTION!

You'll remember our Import review of Square's role-playing fighter back in the heady days of MMP#1. Well now Tobal No.1's coming to the UK, so punch, kick and bite your way to **page 48** *now!*

48

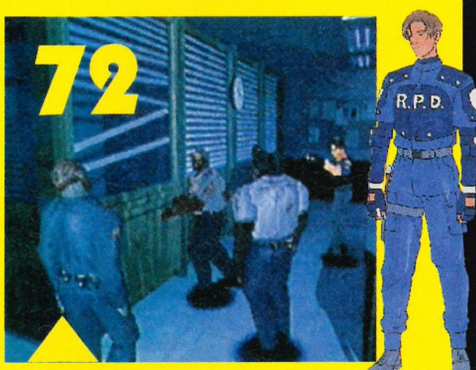


70

DARK FORCES

I HAVE FELT YOUR PRESENCE!

Start humming the theme choon, 'cos this Doom clone dressed up in Imperial clothing is about to storm the PlayStation. Screw on that Darth Vader helmet and breath asmatically all the way to **page 70**.



72

RESIDENT EVIL 2

RETURN OF THE LIVING DEAD!

It's gonna be quite a while until this awesome sequel crawls from the crypt – careful how you say that. But, we've the very latest shots that Capcom have coughed up and the full lowdown on the nights of the living dead! Grab hold of that severed limb and hop down to the MMP morgue on **page 72**.

SEND IN THE CLOWNS!

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SPECIAL THANKS TO:
All the nice folk for the beer at Christmas, here's the roll call: Steve and Suzie at Eidos, Guy at Sony, Simon Smith-Wright at Acclaim, Keith at Telstar, Doug and Jim at Virgin and Nathan at Ocean for the Boddies special Manc ale. More thanks to the following: Namco Wonderpark for getting involved with U-Review, our offices for being full of flies, Acclaim and Sony for all the product and all the folks who are supporting the Mean Team.

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AND REMEMBER KIDS...
If you're gonna lie... at least be convincing!

PSST!

This month we've EXCLUSIVE news and screenshots of Namco's Tekken 3 and we join Street Fighter 3 and find out exactly what Capcom have done to this third installment of urban violence. PLUS! We've a got complete rundown of everything a gamer's gonna need in '97 and our regular look at forthcoming releases in Hot Properties! Read on and quake!

TEKKEN 3

FIRST SHOTS UNLEASHED!

As the very first arcades prepare for the onslaught of Tekken 3, we've EXCLUSIVE news of the new characters and EXCLUSIVE shots of the game in action. Read on...

MEET THE GANG!

Many of your old faves remain, obviously enhanced graphically and aged to take into consideration the fact that time has moved on. We are now fighting some twenty years further on than T2. Anyway, new members include Yosi, a strange alien being, Soul, a dreadlocked multi-pierced fellow, and Jin and Fang, two youthful types. Check out these exclusive renders and you'll notice both the enhanced character detail and the aging process that has effected our heroes.

FANG

NINA

JIN

PAUL

KING

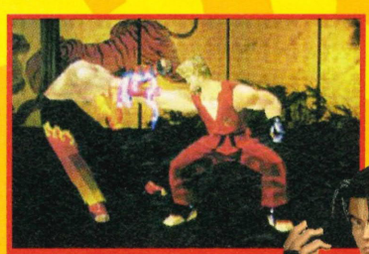
SHAO

LAW

SOUL

LEI

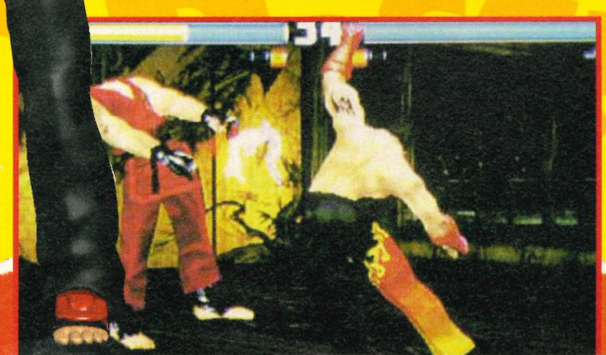
YOSI


I still pack a punch muvva!

King V Law once more! Rock!

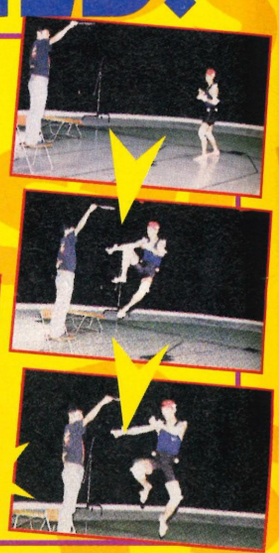
Paul still kicks ass. It's important!

Lei. Older and much fatter!



MOTION COMMOTION!

To give the game more realism in the movement department, Namco drafted in a variety of different martial arts experts – one for each fighting style pertinent to T3 – and got them into a motion-capture studio. Here they are in action doing their stuff.



TEKKEN IT TO THE LIMIT!

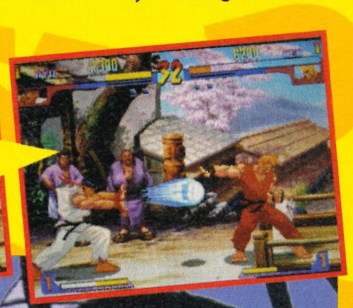
The most important feature of Tekken 3 to the PlayStation owner is the fact that the game has not been developed on the System 11 board, making it an impossible port to Sony's machine. However, the fact that Tekken 2 sold over 1,000,000 units in Japan alone make for a strong case to develop a hardware upgrade for a PlayStation conversion. Our spies at Namco Japan tell us that conversion work has already started! It also seems that in the down time between 2 and 3 some of the characters have been getting together because both Law and Jun have managed to produced sprogs! Rumour has it that Jun's juve was sired by none other than Kazuya – the dirty devil – and their son turns up as one of the final bosses. Check the shots out and we'll have the full lowdown in next month's issue! Expect the best.

STREET FIGHTER 3

Since Street Fighter first arrived on the scene back in 1987 there have been many incarnations, eight excluding EX, with five versions of the Street Fighter II series alone. Now Capcom have finally given out shots and information concerning Street Fighter III New Generation. But with all the commotion in the air concerning Street Fighter EX – 3D SF – we were just a trifle concerned exactly what Capcom could do to make SF3 different. Well, it seems they've pulled it off. Let us take you through some of the major differences.

ANIMATION SENSATION!

To say that Capcom have improved the animation is an understatement. This is the most detailed 2D hand-drawn fighting game to appear so far. It looks truly gorgeous and has the feel of a Manga animated movie. Take Ryu's Super Fireball for example, you can actually see a power surge building up. Awesome!



Skullo, gets chinned. Real proper!

IT'LL TAKE SOME CHARACTER...

Time has marched on and the majority of the familiar SF characters have abandoned the fight. Only Ken and Ryu survive, and they're suitably older and noticeably wiser. Joining them are a crop of new fighters all eager to make their mark on your minds. New players include a duo of tumbling twins, a female ninja, a skateboarder and even a skeletal fighter, Skullo! Perhaps some of your faves are missing, but the game has benefited because the variety of fighting styles is now by far wider.

SPACEMAN!

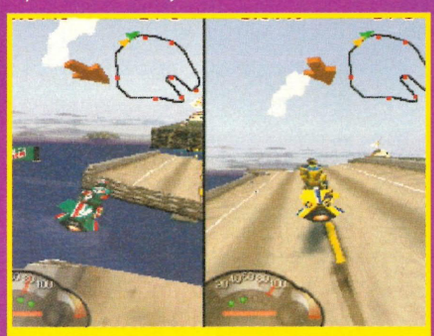
Another new feature sees the fighting arena growing in size to the right and left of the screen. But that's not all because now the fighters can launch themselves into the sky to fight as well. As they do this players will see the action zoom in and out of the playing field in the smoothest fashion you're ever likely to have seen!

SUPER OF THE DAY

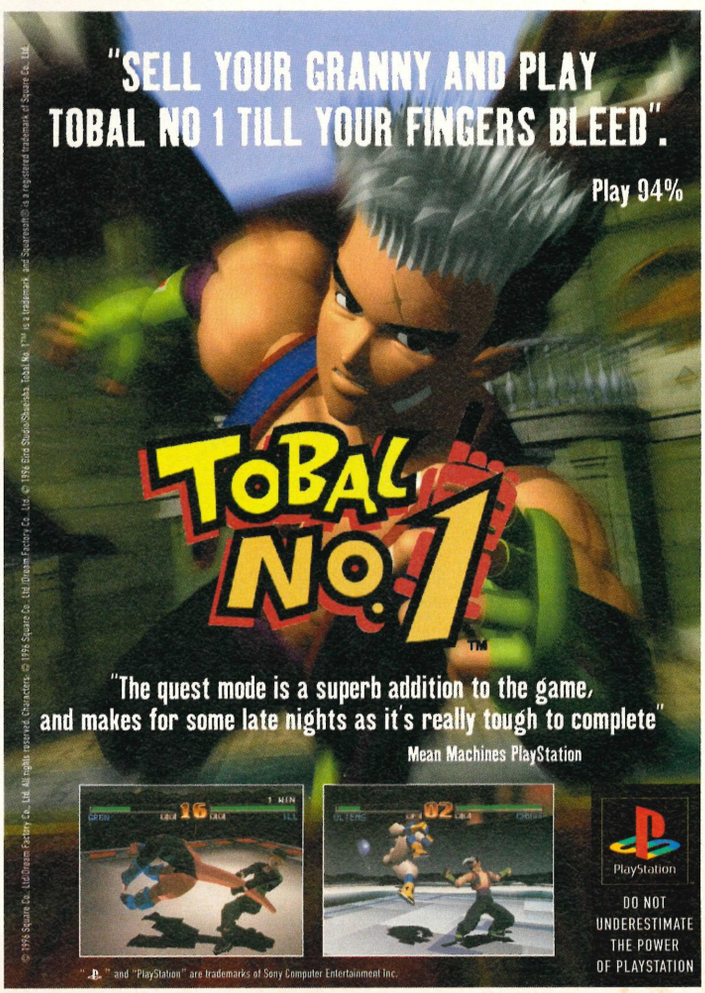
The Super Combo system has also been overhauled for this third installment. In earlier versions you always felt that the SCS wasn't really integrated properly into the combat. Well now every attack is fluid and there isn't any delay while you wait for the combo to work. Fighter's heaven!

RIDERS ON THE STORM!

Just when you thought it was safe to go back in the water here's... Jet Rider. Yep, the guys who developed Twisted Metal and Warhawk for Sony return with a jetbike game with a difference! Race against a pal or twenty other CPU opponents across ten rigorous tracks. There's a whole range of different playing styles to adopt by using different characters and a rather odd magnetic grapple feature that allows you to defeat centrifugal forces and keep a fast, tight line around bad bends. While you're doin' all this you can chill out to the very Pulp Fiction style sounds that accompany the game. Look out for an in-depth review of this aquanaut's holiday next issue!



Jet rider in split-screen, two-player mode looks set to the very best way to enjoy it!

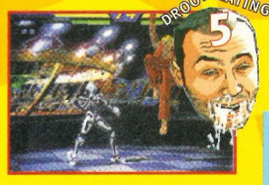


PSST!

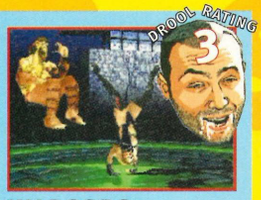
NEW FOR 97!

As you know by now we always cover the huge releases well in advance – just to keep you drooling – but with the PlayStation's support getting so vast, here's the best of the rest that you can expect to see in 1997! Oh, we've divided them into genre and Si's given them his own personal drool rating. The more drool the better. Slobber on!

FIGHTING

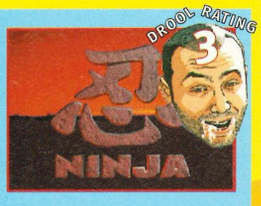


STREET FIGHTER EX
CAPCOM
Ken and Ryu and the rest of the Street Fighter team finally go 3D!

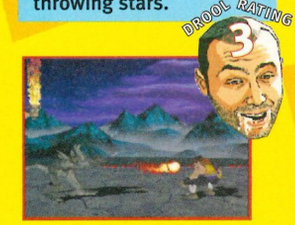


WARGODS
WILLIAMS
Williams themselves go 3D with an MK style fighter featuring ten new heroes.

MARVEL SUPERHEROES
CAPCOM
2D Street Fighter style beat-'em-up with Marvel comic backdrops and a whole lot of heroes.



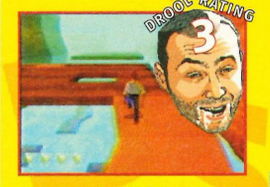
NINJA
EIDOS
Old style top-view fighting scroller goes 3D. lots of sword fights and throwing stars.



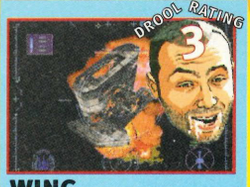
IRON & BLOOD 2
ACCLAIM
This first D&D fighter's only arrives and the promise of more magic, new characters and a extra moves are promised for the sequel.

ADVENTURES

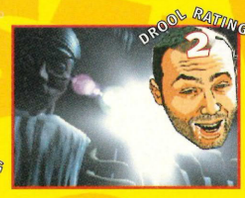
VANISHING POWERS
OCEAN
Isometric goings on as Tunnel B1 producers, Neon, enter the realm of the RPG. It's huge and looks gorgeous.



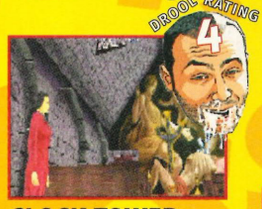
RATTLESNAKE RED
ACCLAIM
A blend of Crash Bandicoot with Tomb Raider, RR claims to be as super graphically impressive as Nintendo's Mario 64.



WING COMMANDER IV
EA
Mark Hammill shoots off to space once again this time to fight space pirates and a $5 million budget. Big cash!

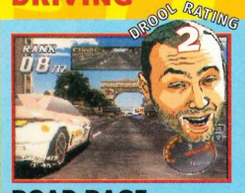


SENTIENT
PSYGNOSIS
RPG thrills aboard a spaceship as you investigate an outbreak of radiation sickness.

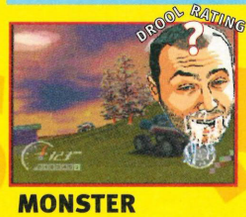


CLOCK TOWER 2
HUMAN
Res Evil clone with our female hero trapped in a ghoulish house full of puzzles, zombies and ghosts to hide from!

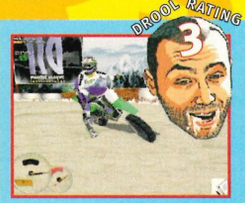
DRIVING



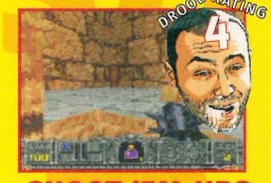
ROAD RAGE
KONAMI
Cyberpunk meets WipEout without weapons as Konami convert their arcade racer to the 'Station.



MONSTER TRUCKS
PSYGNOSIS
Small trucks with big wheels race over nasty terrains or crush cars in the DD style bowl arenas.

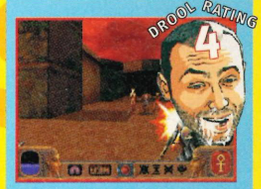


MOTO RACER
EA
Beautiful 3D graphics and some torturous tracks look like making this the moto cross game to own.

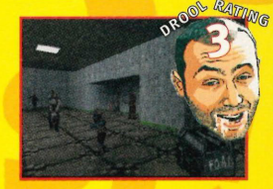


SHOOT-'EM-UPS

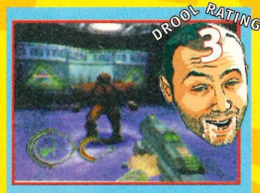
HEXEN
GT
Play as a Barbarian, Mage or Cleric in this Doom with magic and spells winner from GT. Could be a classic. Hopefully.



EXHUMED
BMG
It's a kind of Doom in Egypt affair. The Saturn version went down well, and we're told the PSX version should be enhanced! Top!

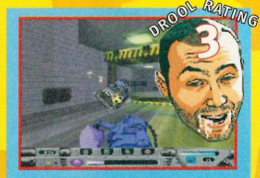


DAWN OF DARKNESS
OCEAN
Could it be Doom with zombies and a high gore count? Ocean are promising major carnage and lots of guns!



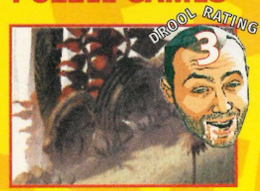
TENKA
PSYGNOSIS
Much more like Disruptor – puzzle based blasting – than Doom. Should be good as they've been at it long enough.

ARMED
INTERPLAY
Blasting action with just a healthy dose of platforming to wash it down.



REBEL MOON RISING
GT
First person perspective blasting with objectives and some incredibly sexy graphics and lighting effects. Nice.

PLATFORM & PUZZLE GAMES



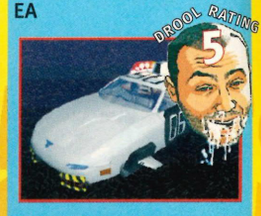
SPOT GOES TO HOLLYWOOD
VIRGIN
Follow Spot's adventures through various spoof versions of many of the Hollywood classics.

BUBBLE BOBBLE 2
VIRGIN
Bub and Bob return in this brilliant sequel

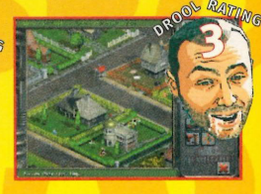
MAJOR DAMAGE

CAPCOM
A true platformer from Capcom US that sees Major Damage battle across 16 alien plagued levels

SYNDICATE WARS
EA



Futuristic mayhem as you battle against a corrupt government. The World's a mess, but SW looks likely to be a number one hit so there!



CONSTRUCTOR
ACCLAIM
Become a property tycoon and build your ideal city of the future. But to do this you'll need brickyards etc. Sim City ring any bells?

WIN! NAMCO CALENDERS!

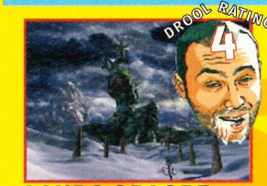
Ouch those chaps and chapesses at Namco are hot at the moment. What with Soul Edge, Rage Racer out on import and Time Crisis just around the corner, they just can't put a polygon foot wrong. To celebrate their success the clever devils have produced a desk diary featuring different artwork for each month. Guess what? We've got ten to give away. So, the first ten entries sent to **I CRAVE A NAMCO CALENDER, Mean Machines PlayStation, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU** will win one!

You'll never miss a date with one of these beauties!

DUNGEON KEEPER
EA
Take control of your own dungeon and manage all the nasties that inhabit it. Defeat good and nick what so ever you can. Sounds top.

KING'S FIELD
SONY
First person adventuring as you search for the Moonlight sword. Full of character interaction, character advancement and weapons upgrading.

HMS CARNAGE
OCEAN
Take a parallel universe where steam has developed ahead of jets or nuclear power and add big planes, tanks and fighting.

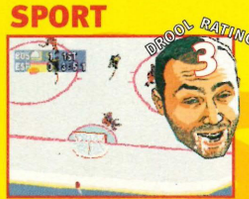


LANDS OF LORE: GUARDIANS OF DESTINY
VIRGIN
Westwood Studios, makers of Command & Conquer, claim this is an RPG without a cliche in sight and looks gorgeous. We'll have to wait and see.

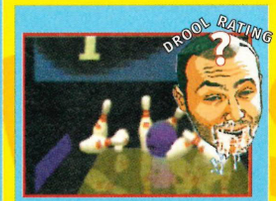
ROLE PLAYING GAMES

DEATHTRAP DUNGEON
EIDOS
Mix the view perspectives of Res Evil, add knights and beasties and you're somewhere lost in DD.

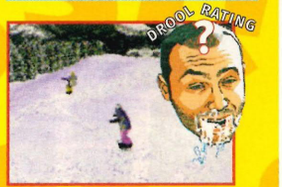
SPORT



NHL OPEN ICE
GT
The coin-op conversion skates onto PSX. Over 100 NHL stars and a link-up mode.



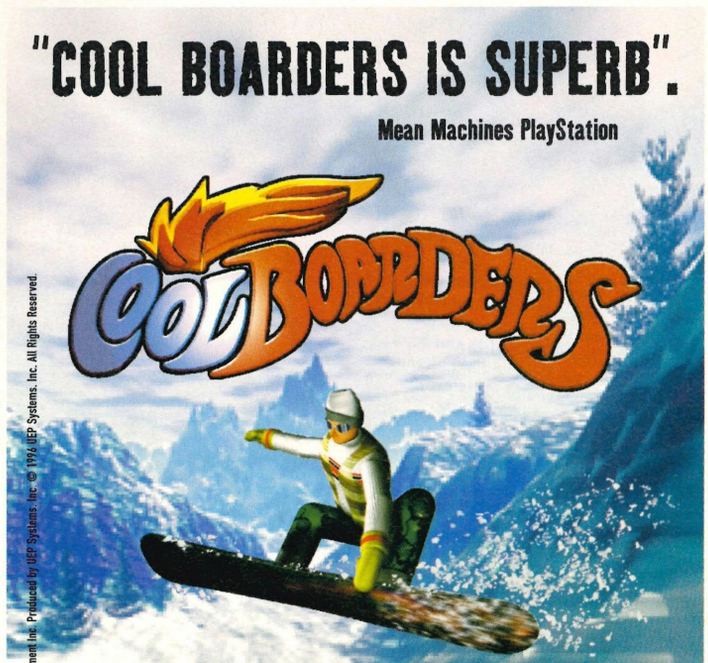
TEN PIN ALLEY
EA
Fat blokes with big balls bear down on ten helpless pins. Look out for a review of this one soon.



SHREDFEST
EA
Road Rash meets Cool Boarders is an interesting blend, but it's true. Board down alpine slopes and whack people on garish clothing. Brilliant!

Check out for more on these top titles as it emerges!

"COOL BOARDERS IS SUPERB".
Mean Machines PlayStation



"Cool Boarders is the top one-player sports game on the PlayStation"
PlayStation Plus 91%

PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

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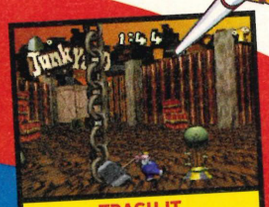
PSST!

Look! A whacking great bullseye! Let's throw darts with pictures of games attached to them at it! Or something.

APRIL

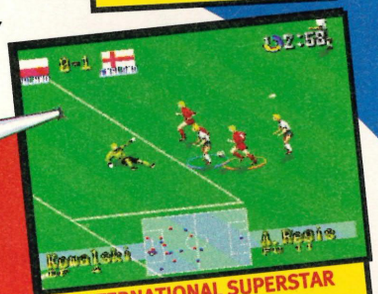


TRASH IT
GTI's destructive puzzle platformer has slipped a couple of months from its original February release date. So you'll have to hold on a little longer for some serious hammer time.
OUT: APRIL

MARCH

RIOT
And as one Psygnosis game gets released (DD2, at last!) so another slips back a month or two. Riot's January release date has changed slightly, to March in fact!
OUT: MARCH

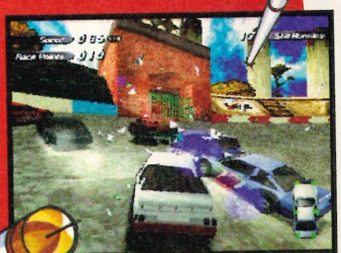
FEBRUARY



INTERNATIONAL SUPERSTAR SOCCER DELUXE
There's going to be a lot of happy footy fans and annoyed girlfriends on Valentine's Day, because that's when Konami's cracking football game hits the shops! It must be love!
OUT: FEBRUARY

MORTAL KOMBAT TRILOGY
It's finally here! It's full to the brim with fighting! And it got 92% when we reviewed it! So you'd better go and buy it!
OUT: NOW

OUT NOW



DESTRUCTION DERBY 2
Hallelujah! After more delays than a claustrophobic getting into a phonebox, the smash-'em-up sequel is finally on the shelves! And about time too!
OUT: NOW

VICTORY BOXING
Floating like a butterfly and stinging like a punch in the chops, JVC's boxing caper smashed its way into the shops! It got 84% in issue three making it a real heavyweight game!
OUT: NOW

RELOADED
Gremlin's action fest managed to get the boot in before Christmas, meaning that all the girls and boys could spend the holiday season blowing people away. Aaaah!
OUT: NOW

FEBRUARY

MARCH

Z
The legendary Bitmap Brothers finally make their PlayStation debut with this arcade cousin of Command & Conquer. It's war!
OUT: APRIL

PERFECT WEAPON
EA's action adventure takes a slide from Christmas into March. So you'll just have to wait for your cross between the genres of Time Commando and Tekken 2, won't you now?
OUT: MARCH

APRIL

HMV
KNOW HMV · KNOW GAMES

HMV CHARTS

1.	NEW	DIE HARD TRILOGY
2.	NEW	FIFA '97
3.	▼	TOMBRAIDER
4.	▲	FORMULA 1
5.	▼	TEKKEN 2
6.	NEW	COMMAND & CONQUER
7.	▼	CRASH BANDICOOT
8.	▼	SOVIET STRIKE
9.	NEW	BROKEN SWORD
10.	▼	WIPEOUT 2097

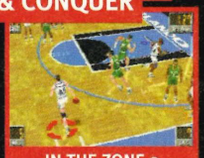
Probe's three game in one extravaganza goes straight to the top of the charts!

The festive season certainly brings out the biggest games, with Die Hard Trilogy, FIFA '97 and Tomb Raider owning the top three all month. Die Hard won the top spot, but EA's football giant and Lara Croft's debut game fought each other long and hard for second place. New entries Command & Conquer and Broken Sword proved that top selling games aren't always arcade action titles. Psygnosis' racing duo F1 and WipEout 2097 still maintain a strong presence, floating around at the middle and the bottom of the chart respectively. The chart has remained pretty constant this month, but expect the releases of Mortal Kombat Trilogy, Pandemonium! and Reloaded to shake it up next month and maybe even knock some of the usual residents off the top ten!

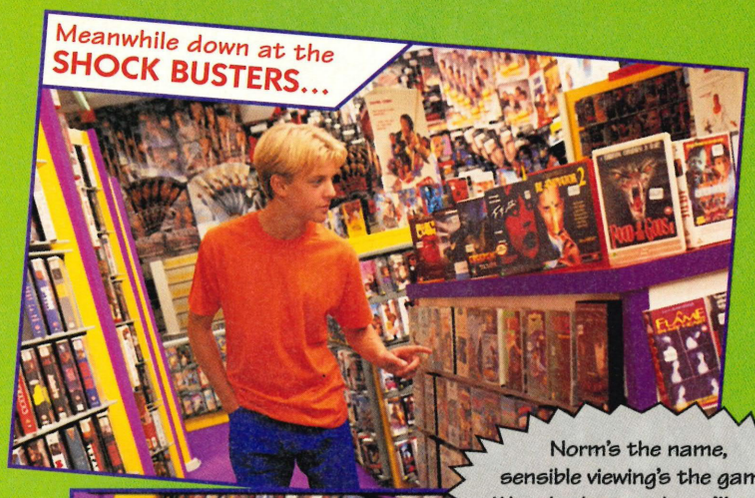
MEAN MACHINES PLAYSTATION RECOMMENDS

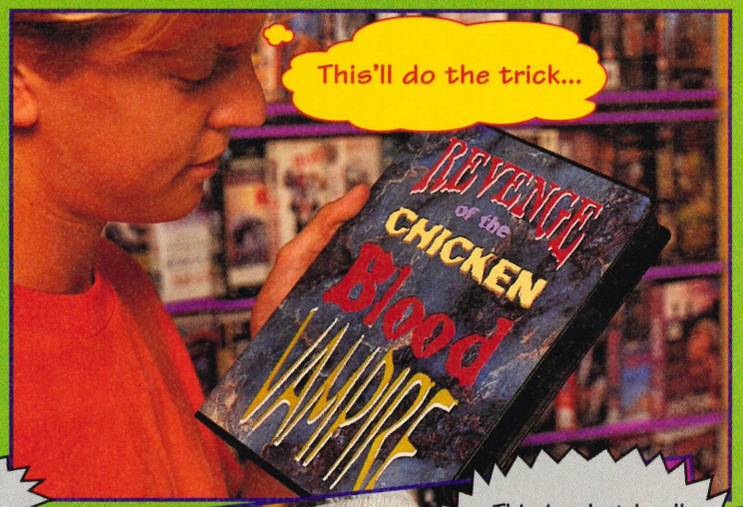
COMMAND & CONQUER

COOL BOARDERS

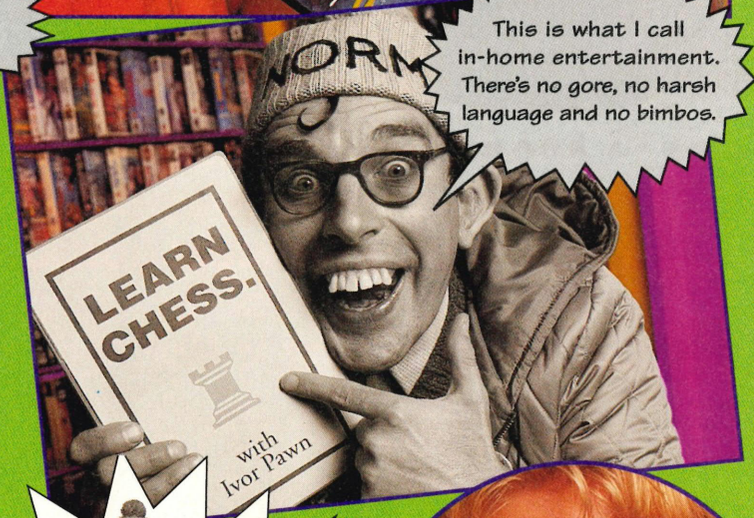


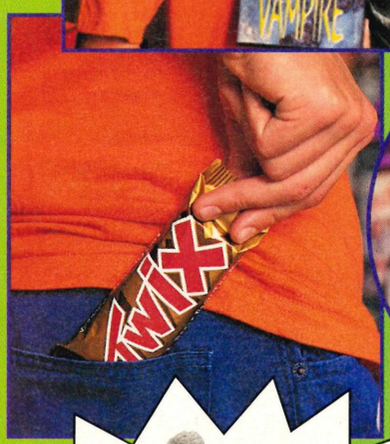
IN THE ZONE 2

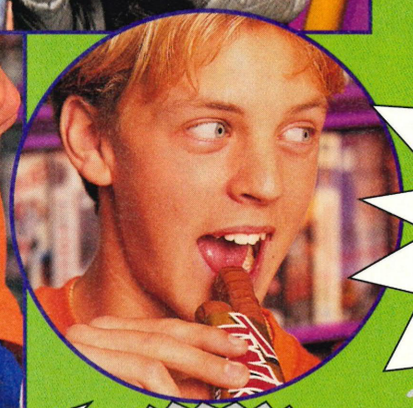

Meanwhile down at the
SHOCK BUSTERS...

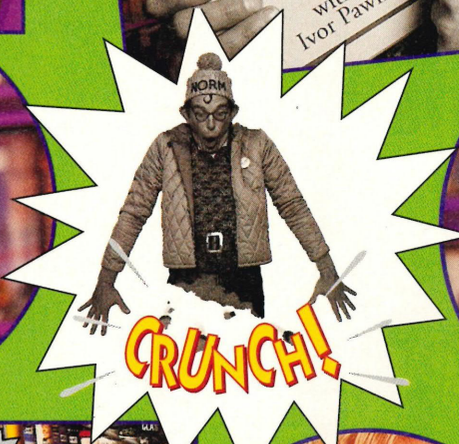

This'll do the trick...
REVENGE of the CHICKEN
Blood VAMPIRE

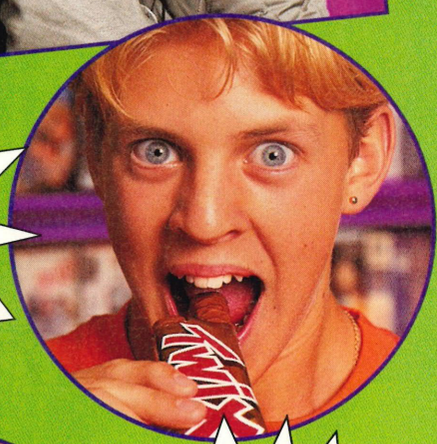
Norm's the name, sensible viewing's the game. Watch that and you'll turn into a zombie!
NORM
REVENGE of the CHICKEN Blood VAMPIRE


This is what I call in-home entertainment. There's no gore, no harsh language and no bimbos.
NORM
LEARN CHESS.
with Ivor Pawn

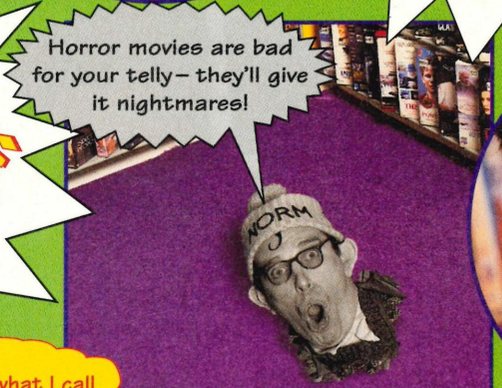

TWIX

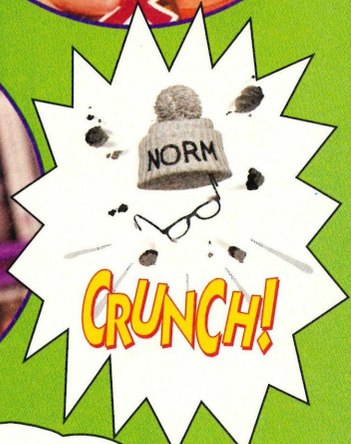


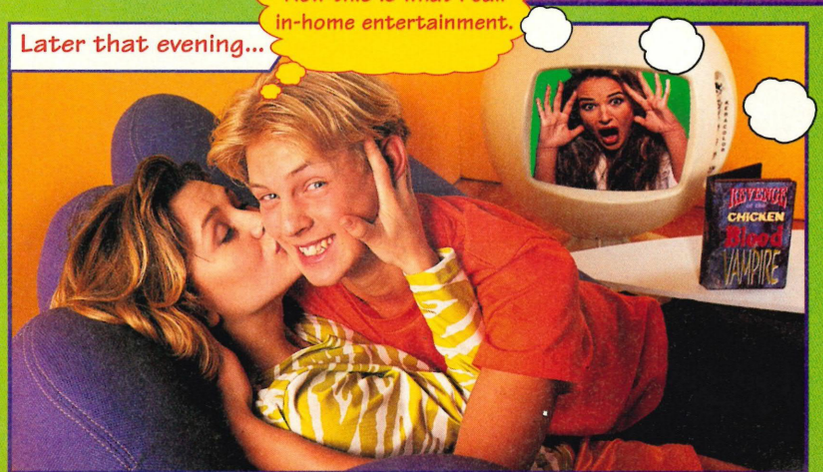

NORM
CRUNCH!


TWIX

NORM
CRUNCH!

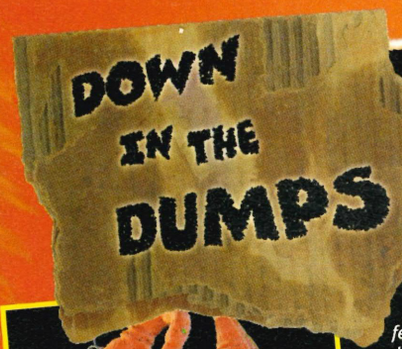

Horror movies are bad for your telly– they'll give it nightmares!
NORM


NORM
CRUNCH!


Later that evening...
Now this is what I call in-home entertainment.
REVENGE of the CHICKEN Blood VAMPIRE

TWIX
a BREAK FROM THE NORM

HOT! PROPERTIES

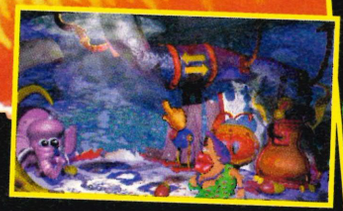


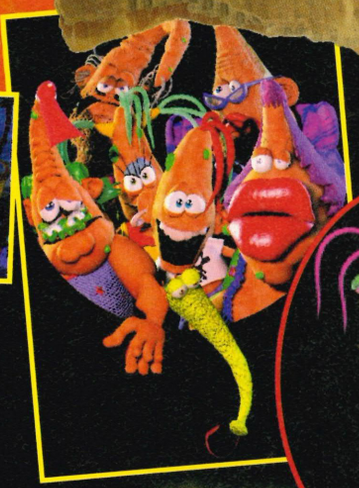
DOWN IN TE DUMPS

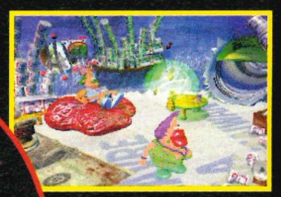
PHILIPS

More point 'n' click frolics as Philips' little aliens crash onto planet Earth and the PlayStation simultaneously. This surreal adventure set in the scrapyard scored pretty well on PC, so it'll be interesting to see how it fairs on our beloved console. In the meantime feast your eyes on these very first PlayStation shots and check out our forthcoming review to see if this is the rubbish it aspires to be.

RELEASE
April '97







Wanna know the very latest games about to emerge from the primeval sludge of the development houses? Well come on in for a swim around the gaming ether that is Hot Properties...

TENKA

Psygnosis

The Psyggies enter the world of 'Doom in space with puzzles and not like Disruptor at all'. No seriously, Tenka's billed as the game to surpass all of the 3D blast games and promises to immerse the player into a fully interactive world. More next month.

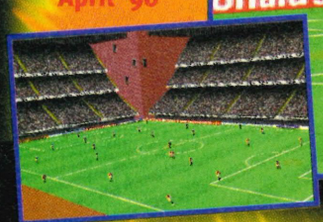
RELEASE
March '96

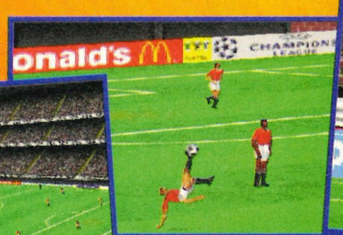
UEFA CHAMPIONS LEAGUE

Philips Media

Another football title for the PlayStation? Of course, as Philips secure the UEFA licence for the 96-97 season. As is the fashion, all the players have had the full motion-capture, so obviously it's in glorious 3D. The tournament includes all those harsh UEFA directives, but all the creme de la creme of Europe like Juventus and Ajax... word has it that it's actually good. All will be revealed in due course! Of course.

RELEASE
April '96



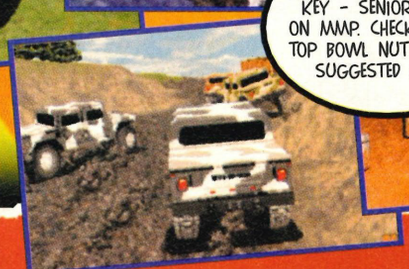


TEST DRIVE: OFF ROAD

Eidos

Time to rumble off-road once more, but this time courtesy of Eidos. Yep, jump aboard one of four jeep type things and head for the hills. There's 12 tracks to bounce around and loads of nasty weather conditions to slow you up. Plus, being a drivin' fest, up to four-players can compete.

RELEASE
April '96

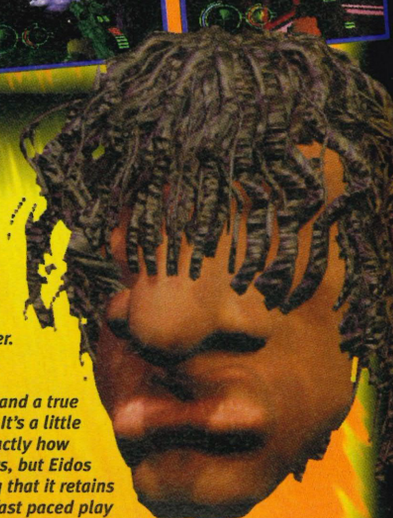


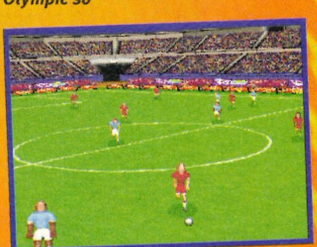
ABSOLUT SOCCER

Eidos

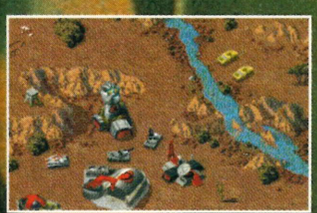
Eidos return to the footy fray following the phenomenally playable Olympic Soccer. This time out they've introduced partial motion-capturing and a true 3D environment. It's a little early to say exactly how Absolute plays, but Eidos are claiming that it retains all the fast paced play that made Olympic so popular with all the fancy graphical gravy that made Actua so creamy. Yum.

RELEASE
Match '96





...THERE'S NO SUCH THING AS FRIENDLY FIRE...



COMMAND & CONQUER

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LAST ONE STANDING WINS...

Westwood STUDIOS

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NOW AVAILABLE FOR PLAYSTATION AND SATURN!

Sega Saturn Magazine - "Sheer Brilliance." 95%

Mean Machines PlayStation - "The best of its kind just got better." 95%

EDGE - "Capcom have come up with the goods once more... it's hard to see just what else they could do to make a better 2D fighting game."

PlayStation Plus - "The best Capcom have produced yet."

PlayStation

SEGA SATURN™

Virgin INTERACTIVE entertainment

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CAPCOM

MEAN TEAM!

Virgin INTERACTIVE entertainment

WIN! WIN! WIN!

We've gone Virgin bonkers here at Mean Machines PlayStation, so if you want to get your hands on one of three top games from our old mucker mates at Virgin then read on!

Up for grabs are the following:

10 copies of Command & Conquer
10 copies of Street Fighter Zero 2
20 copies of Tilt

There's also a rather groovy Virgin T-shirt for the first 20 winners pulled out of the MMP top hat!

HOW TO ENTER

It couldn't be simpler! Stick yer name, address and choice of game on a postcard to: VIRGIN BONKERS, The Mean Team, Marketing Department, 30-32 Farringdon Lane, London EC1R 3AU. The first forty names drawn before 7th February 1997 will WIN one of the games listed above!

JOIN THE MEAN TEAM!

If you're not already a member of the meanest readers' club around then here's your chance!

SO, WHAT DO YOU GET?

1. **A monthly newsletter with all the latest news written by Si the Editor!**
2. **Fabulous free give-aways that all members can easily win!**
3. **Exclusive Mean Team offers and loads of competitions!**

HOW TO JOIN!

Simply collect three tokens from Mean Machines PlayStation and membership is absolutely FREE! Your first token is printed here and you can collect tokens in the next TWO issues. We'll tell you later where to send them.

Make sure you don't miss the tokens and subscribe today with this great offer.

MEAN MACHINES PlayStation

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PLAYPEN!

"Hello pals. How's it goin' and how is your New Year shaping up?. Top I should imagine with so many brilliant games out their in gamerland for you to choose from. Me, I've been playing Tomb Raider lately to check out the girly opposition in the shape of Lara. Guys, if she can do it, so can I! Write me with your suggestions as to which game I should star in. Tell me the plot and my special powers and I'll print the best. See you next month!

IT'S QUESTION TIME MUSH!

Dear Joy,
Please could you answer my questions in your excellent mag.
1. What is the best fighting game out on the PlayStation?
2. Which games should I buy for my PlayStation out of Die Hard Trilogy, Project Overkill and Crash Bandicoot?
3. Is Sim City worth buying?
4. Is Crash Bandicoot a good game to play?
Thanks alot

Toby from Hull

Ah good, one for me to answer. Right here we go my lovelies:
1. Tekken 2, SFA2 or MK Trilogy.
2. Depends on what you like really. They're all good for different reasons, but DH Trilogy wins the day overall.
3. Probably one best left for the anoraks of the world.
4. Yes.

We loved this piccie of Joy and her Joy Pad Power! But not as much as we loved the artist's cool name: Vicki Reckless from Bromley in Kent. Tie-dying is definitely going to be coming back in in 1997. I can feel it in my water. Keep the experimental stuff coming in we love it to death Vicki!!

This excellent Street Fighter Alpha 2 drawing is by Scott Richards, aged 15, from Doncaster in South Yorkshire.

MAKE YER MIND UP!

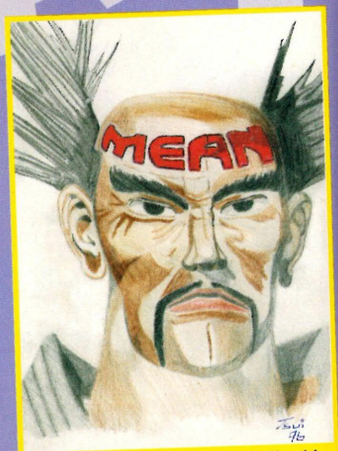
Dear MMP,
I'm the lucky owner of a Saturn and a PlayStation and I am writing to say that they are both more or less the same. The differences being that the PlayStation has Namco making its best games and the Saturn has Sega's own development teams (the AM teams) making its best games. Both machines have produced some cracking games this year.
Anyway, congratulations on a good magazine, it could still be improved of course. Here's a few questions to finish with:
1. I love football sims, so could you list the ones that will be coming out in the near future?
2. In all, how many playable characters are there in Tekken and Tekken 2?
3. Why do all PlayStation owners think that the Saturn is a piece of s**t?
4. What is your favourite PlayStation game?

Thank you for your help.

R. Atkins, London

PS. I would like to win SFA2.

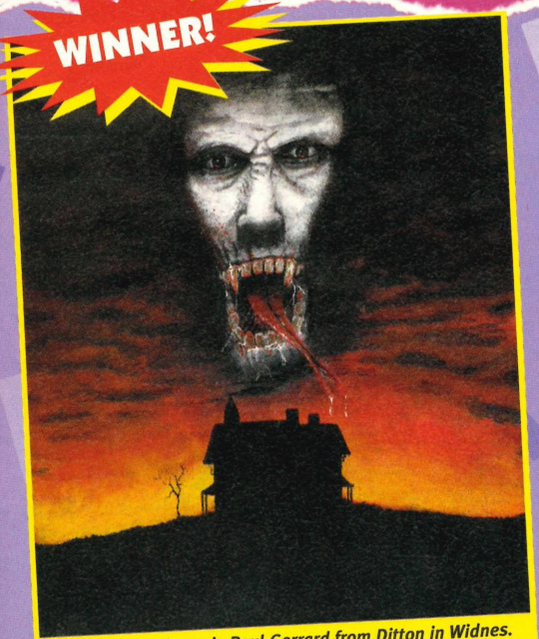
I'll answer these Joy. Anyone who thinks that the Saturn is equal to the PlayStation needs my attention!
1. Actua Soccer Club Edition, Absolut Soccer, Actua Soccer 2, Power Move 2, EUFA Champions, ISS Pro and Ocean also have a EUFA soccer title looming.
2. In total you can play 18 in Tekken and 25 in good old Tekken 2.
3. 'Cos it is!
4. My personal fave at the mo is Rage Racer.



He's cool! He's keen! He's a Heihachi Mean Machine! Thanks to James Tsui from Wales - nice tattoo pal! But don't try this one at home kidlets!

Watch out for this character in the future. This was sent in by budding games designer Paul Searle. Keep up the good work mate.

WINNER!



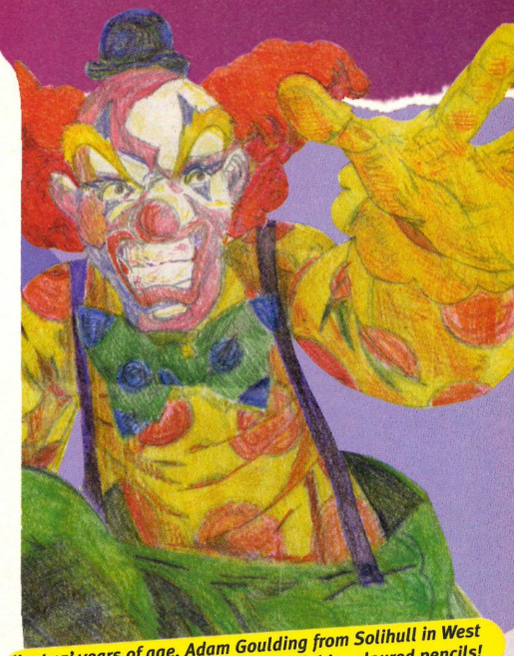
This month's winner is Paul Gerrard from Ditton in Widnes. His awesome oil painting inspired by Resident Evil caught our attention imediately. A zombie will be dropping a copy of the game by your house very soon. Be prepared!!

MORTAL KINBAT OR KOMBAT?

Dear MMP,
Congratulations on a great mag! Great content at a great price, anyway, enough of the flattery. About a month ago I bought Tomb Raider and Mortal Kombat Trilogy, both such great games which I eagerly awaited to get with my meagre two quid a week pocket money (saved from June). I played Tomb Raider for hours admiring Lara's tres grand chest region, um, er I mean the great graphics and playability until I got totally stuck on the Colosseum level, I gave up, mainly because my leg was starting to feel a tad sore after pasting the crap out of it. I then went on to play Mortal Kombat Trilogy – great game, but I spotted a few little bugs which you wouldn't expect after paying fifty quid. Firstly, what a crap starting sequence, it can't of took much longer than five minutes to put together. Secondly, no speech for Goro or Shao Kahn (only when playing). And finally, the dead pool and the pit three have small bits of detail missing – a black line. Personally I put this down to poor programming, but I called the GT Interactive helpline, told them of these little niggles and they said that GT were making a new version of Mortal Kombat Trilogy and would send me a copy when it was out. So that's about all I've got to say, oh! hang-on, any chance of a Tomb Raider or Mortal Kombat Trilogy tips guides. Keep up the lurvely quality mag.

Harry Tast, Sandy

Your wish is my command Harry. Enjoy our 24 page MK Trilogy guide which you should have seen on the cover of this February issue.



'Just 15' years of age, Adam Goulding from Solihull in West Midlands loves clowning around with his coloured pencils!

RIGHT, HERE'S MY IN AND OUT LIST FOR FEBRUARY. ANYONE WHO WRITES OR DRAWS PICS OF THINGS THAT ARE OUT WILL BE THRUST FORCEFULLY INTO MY BARBIE BIN. HOWEVER, ANYONE WHO SENDS IN STUFF THAT'S IN WE'LL TRY AND PRINT.

IN!

Letters slagging Si off. Drawings of combo games characters. eg half Crash Bandicoot half marshall Law. Worst gaming experience

OUT!

Res Evil pics. Traced drawings – we won't print! Letters about the X-Men. Bugs in anorak mode of F1.

ABREAST OF THINGS!

Dear Joy and Si,
First of all I'm going to be really corny and say... congratulations on the new mag! I do actually mean it. Your mag is the only one that has a personality and with a joke here and there. Your reviews are excellent, if maybe a bit brief, and your previews are well written. Unfortunately I think that your cover is a bit dull and looks like it was done in five minutes, but this doesn't change what's inside the mag.
Please could you answer my questions:
1. Will Resident Evil 2 include a two-player option?
2. What exactly is a PAL version of a game?
3. Which scart lead is best?
4. Will you be having a place in the mag for high scores and records?
5. Will we see Sensible Soccer on the PlayStation?
6. What are the advantages of using a CD instead of a cartridge?
7. What would you buy out of the following: Tomb Raider, FIFA '97 or Victory Boxing?
8. What happened to Spot Goes to Hollywood?
9. Don't you think that all games are overrated and to give a game 95+% at this moment in time is stupid, because another 5% and you have the perfect game! I think that all ratings should go down by 10% as it won't be long before mags will be giving games 100% every month. A score out of 10 is much better.
10. Joy, where did you get such huge breasts from? I wish I lived next door to you!
I think that the top five PlayStation games are: Tomb Raider, Street Fighter Alpha 2, Resident Evil, WipEout 2097 and Broken Sword.
Cheers and Merry Christmas.

Adam Goulding, West Midlands

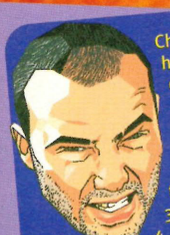
MEAN TEAM MEMBER!

Dear MMP,
I would like to start by saying thanks, for I am one of the 500 lucky people who got a Micro Machines V3 goodie pack, wow, I'm the envy of my street. Right, enough of that brown nosing. The FREE player's guides are just so fantastic, but could you do one on Die Hard Trilogy as its the first game I got with my PSX and it's making me go nuts. I have some codes/cheats that I got off Virgin/Fox IE but I don't want to use them as it will make it too easy. Now, a letter wouldn't be complete without some questions, so here we go.
1. Any idea when Time Crisis is going to be released?
2. Will the Predator gun be compatible?
3. Why not put a buyers guide into your mag?

Jason Wheatley, Swindon

PS. Please find enclosed some DHT cheats and some piccies. Once again, an outstanding magazine.

I guess you'll have already read last issue, but I'll reiterate to you what we said in the January issue:
1. June in Japan.
2. Yes.
3. There's a good chance we will sometime next year.



Cheers for your comments, I'm sure our artist will love being told that his efforts took only five minutes. Ah well, you're enititled to your opinion. Anyroad, here's your answers.
1. No.
2. PAL and NTSC are two different band widths for displaying images on TVs. Games from Japan and the US use NTSC TVs to display their games. Unfortunately, because Brit TVs use PAL (a better system technically) games have to be converted to run at our band width.
3. You might as well ask me which plug socket's best.
4. We tried it and it didn't seem that popular.
5. No. Certainly not in a form you'd know.
6. Both have pros and cons. CDs take advantage of quality sound and high storage capabilites, but have some reading time which means you have to wait sometimes. Whereas with carts you get everything immediately, but can't generate the same quality sound or front ends.
7. Tomb Raider.
8. Spot will be arriving in early '97, honest!
9. Er, no. Scores out of ten don't really illustrate the quality of a game as well as scores out of 100%. The range within 100 is greater and if scores out of ten are better, why do mags that operate this policy always end up using halves in the end.
10. I'm not Joy, but I'll pass your neighbourly desires on to her.

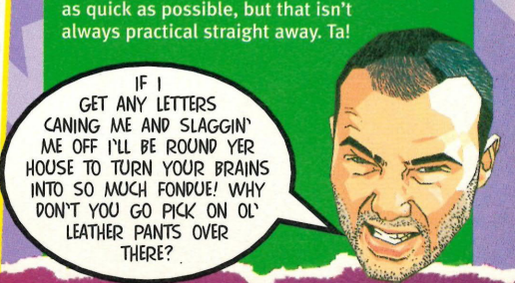
Reptile of MK fame by Richard Hunting, aged 12, from Lowestoft in Suffolk.

PLAY-DOUGH

Win more games, games and games with Virgin. For the best letter or picture we receive each month, we'll send them a brand spanking new Virgin game for their troubles. Are we cool or what. Anyway, now send your bits and bobs to:

A LETTER OR A PICTURE GETS YOU FREE GAMES WITH MMP!
Joy's Penthouse Suite, Mean Machines PlayStation, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

REMEMBER: Please write down which game you'd like to win, because it saves you the hassle of phoning up and it gives us the time to get the game in. Also give us a bit of time to sort the prizes. We know you want them as quick as possible, but that isn't always practical straight away. Ta!



IF I GET ANY LETTERS CANING ME AND SLAGGIN' ME OFF I'LL BE ROUND YER HOUSE TO TURN YOUR BRAINS INTO SO MUCH FONDUE! WHY DON'T YOU GO PICK ON OL' LEATHER PANTS OVER THERE?

REVIEW

SOUL EDGE

They won't do things by half, will they! I'm talking about Namco and their never ending stream of quality titles. Instead of releasing one title at a time, they do the whole kaboodle! Rage Racer, Time Crisis on the horizon and now Soul Edge! Incontinent pant sales will go through the roof!

Cast your mind back a couple of years or so to around the time when the plans for the PlayStation were first drawn up. If you'd have said then that the biggest third party publisher for the 'Station was going to be Namco, people would have looked at you and gone "Who?". But now, you can't go anywhere without Namco jumping out from around the corner and slapping you in the face! And much to Saturn owner's disgust, it's PlayStation only I'm afraid. You can keep your Daytona CCE with its one extra course or whatever, and Fighters Megamix because we've got Rage Racer and Soul Edge! So shove that up your Sega back passage and don't be bothering us no more. PLAYSTATION RULES!

HAS ANYBODY SEEN MY SWORD?

There are two energy bars in Soul Edge. One is the standard health bar, the other is the weapon gauge. Guess what this shows? This indicates the power of your weapon, obviously! Every time you use a Critical Edge, the power decreases by a third, and every time you are hit while blocking, a bit more disappears. When the energy bar is drained completely, the weapon is lost for the remainder of that round and you have to fight with your just your hands! A few new moves become available in this bare knuckle mode, but all your attacks become significantly weaker. D'oh!

BOSH! Now I don't believe you wanted to do that! One more block...

...caused Siegfried to lose the Zweihander altogether! Help...parp!

Without any weapons, new throws attacks are added to the arsenal...

...and all of the special attacks are lost. Punches and kicks only here!

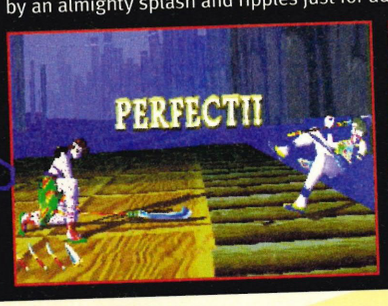
MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT! BUY IT! RED HOT!

BY: SONY OUT: NOW (IMPORT) PRICE: IMPORT

EDGE

COME ON IN, THE WATER'S LOVELY!

Of course this game has ring outs. Every title of this nature has. But there are a couple of variations to the normal 'outs that you've come to expect. Firstly, you can't jump out of your own accord. Walking off the edge just doesn't happen in this, enabling you to get away with any mistimed moves. So the only way to fall off is when you're hit by the opposing fighter. And you can fall into he water on some stages, which is followed by an almighty splash and ripples just for added effect. Bummer.

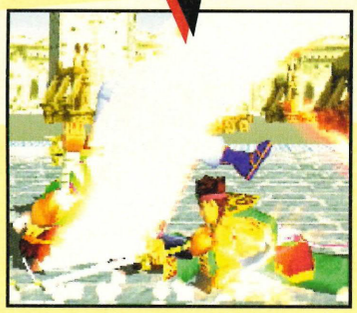


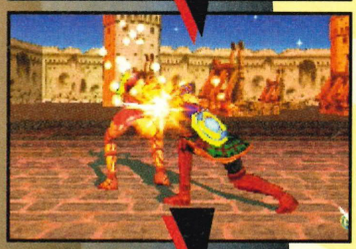
BISH...BASH...BOSH!

As well as the Critical Edge, each character has an unblockable attack that saps energy like an alcoholic drinks beer! The bad thing about them is that they take a pretty long time to get working, with the fighter charging them up first, but when it hits...uh oh, look out! They can be stopped in mid-flight by pressing Guard if you think your opponent is going to hit you first, but this is often too late.

PAPER, SCISSORS, STONE?

The emphasis of Soul Edge is geared toward weapons combat. Every character has a weapon of some sort, and the overall aim of the game, is to rescue the Soul Edge itself. When playing however, you may find the weapons of both characters become locked together. What then ensues is a frantic hammer the buttons affair, with each button representing paper, scissors and stone. Whoever manages to whack them the quickest will gain the advantage when the weapons break apart.



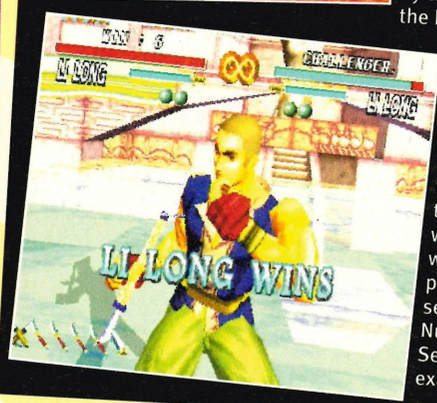


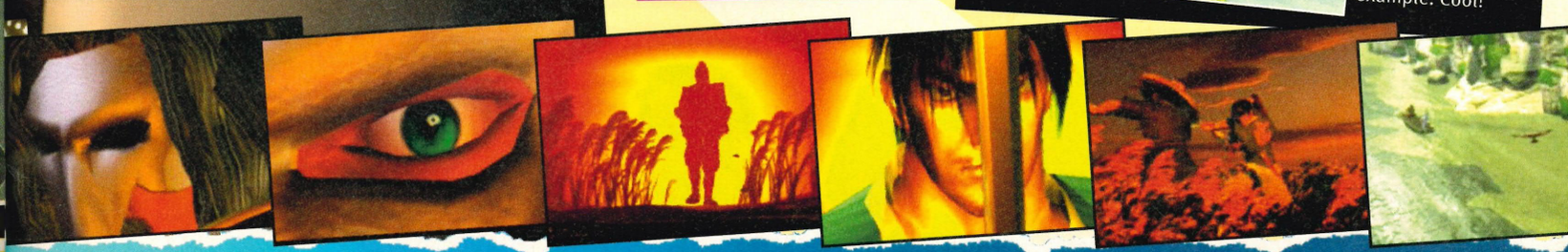
AND LEFT, TWO... THREE...

The beauty of 3D fighting games like this is that the action isn't just viewed from one plain. Which means you can jump in from different angles to catch your opponent off guard. This tactic can be incorporated into actual moves so that you dart round the back of the enemy and then hit them with a stab or an uppercut of some description. Use them sparingly though otherwise your tactic will be sussed out quickly!

I AM THE MASTER! GOT THAT!

In Versus mode, you can keep tabs on the number of consecutive wins you or your partner may have had, by the little icons at the bottom of the screen. Each time you gain a victory, a small icon will appear to signify one win. Each icon is the weapon of the character you were successful with. In our pictures you can see Long's Nuchunka and Seung's Glaive for example. Cool!





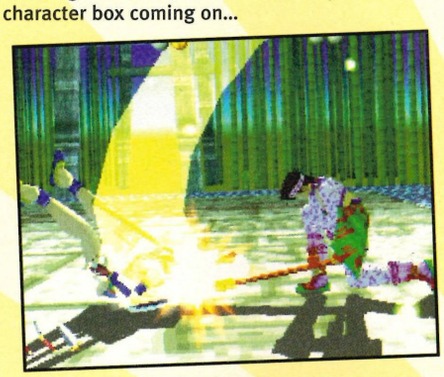
REVIEW

LIVING ON THE EDGE!

The Soul Edge is a legendary sword that all of the competitors in the game are battling to retrieve in war torn 16th Century. Each of the contenders has their own reasons for wanting the sword, some want it to protect their country, others want it destroyed completely. But who are these people? I feel an extremely large character box coming on...

HEISHIRO MITSURUGI

Mitsurugi is a Japanese sword fighter, whose weapon is a Katana. Because he is the default character (the one who is automatically selected when you begin), he has an average amount of moves and specials. A very good first choice fighter.



SEUNG MINA

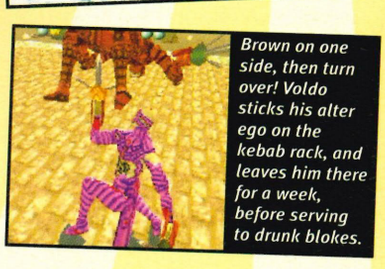
The first token babe in the game, and many peoples fav character. Her Glaive carries an awesome reach, but the reverse effect of her broader attack range is that it takes a long time to chain hits together, giving you those all important seconds to counter her.

VOLDO

I bet this guy is useful at BBQs! A cross between Edward Scissorhands and Freddy Krueger who also sounds like Darth Vadar due to his heavy breathing! He is a really quick character, but suffers from a lack of moves to be honest. Shame.

TAKI

This is our choice for the best character in the game. Also hailing from Japan and also having the same weapon as Mitsurugi, she has the biggest arsenal of moves and all of these can be used in a combo of some sorts. Wow, what a gal! Purrr!



WATCH OUT ME OLD SPORT; I'VE JUST LET ONE RIP! PARP!

SOPHITA ALEXANDRA

The woman who appears practically nude in the intro has, unfortunately, gained some clothes for the real thing! D'oh! This Greek supervixen, famed for her short skirts and acrobatic moves, should not be taken lightly. Her sword can be lethal.

LI LONG

Possibly the best known of all the characters, and one of the quickest, Long and his Nunchuka will prove a worthy match for any player. His second outfit is obviously borrowed from the hooligan's handbook, 'cos he's had his 'ead shaved! Nutter!

SIEGFRIED SCHTAUFFEN

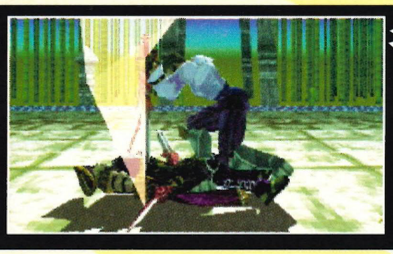
Steve makes his debut in a computer game, as the knight in shining armour! Or not. Old Seig' carries a huge Zweihander (?) that deals out huge amounts of punishment for anyone slow or dumb enough to get in its way. He's still too slow though!

ROCK

Is exactly as his name sounds! ROCK! He wears the fur of his best catch on the batch and is immensely powerful, but suffers in the speed department as a result. Get that big old Battle Axe working though, and you'll be wincing at the screen!

HWANG SUNG KYUNG

He has changed a lot since the arcade and now has more unique moves to himself rather than sharing Mitsurugi's. His split kick moves can be deceiving as he follows them up with unexpected sword attacks, so watch out for those nasty buggers!



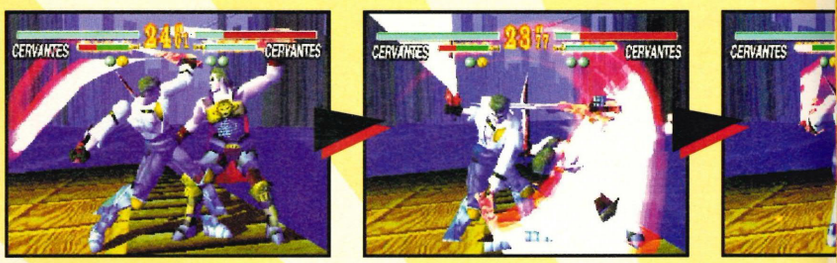
CERVANTES DE LEON

Probably the coolest bloke in the game for me. Not the most effective, but nobody's perfect. The final character you face in Arcade mode, and he carries the Soul Edge, the coveted prize that you're after. Be warned however, he is well tough!

REVIEW

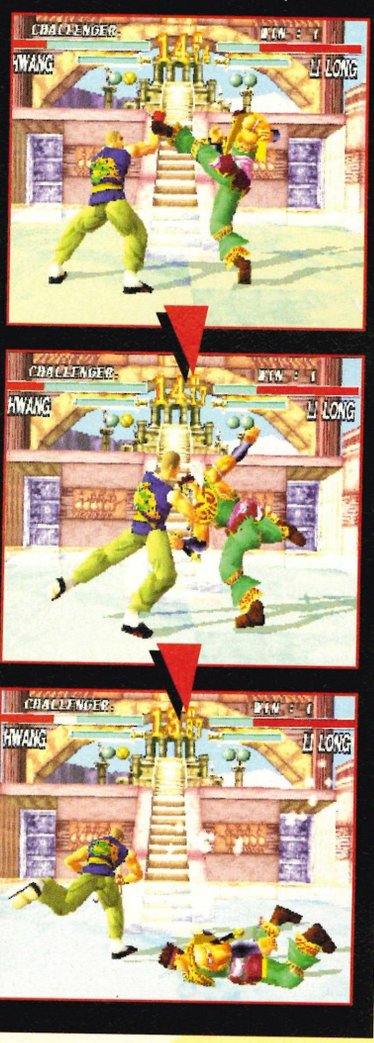
TIMING IS CRITICAL!

Each character has one Super Move to their credit, that once connects, leaves any opponent dazed in a blaze of colour and damage. By pressing A, B and K simultaneously, your character will perform a single swipe. If this meets with its intended target, than the rest of the move is completed. If you manage to finish somebody with this, then a couple of extra attacks are added as well just for good measure. Score highly on the show off meter with these little beauties.



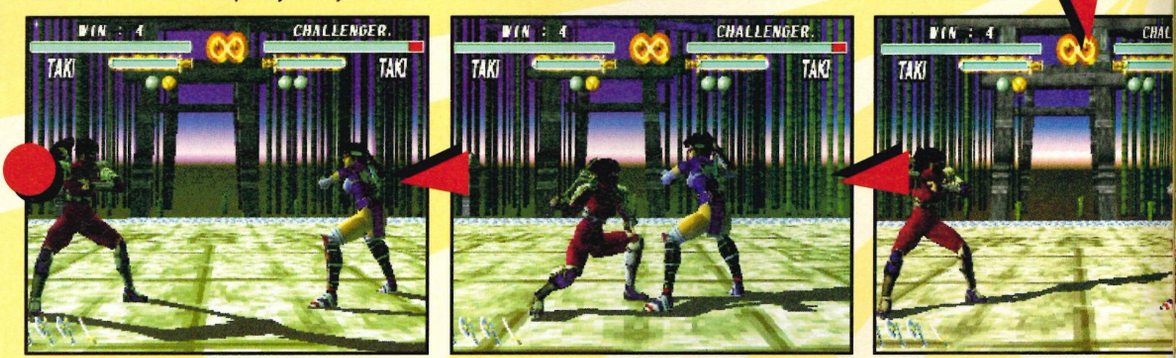
TAKE THAT BACK!

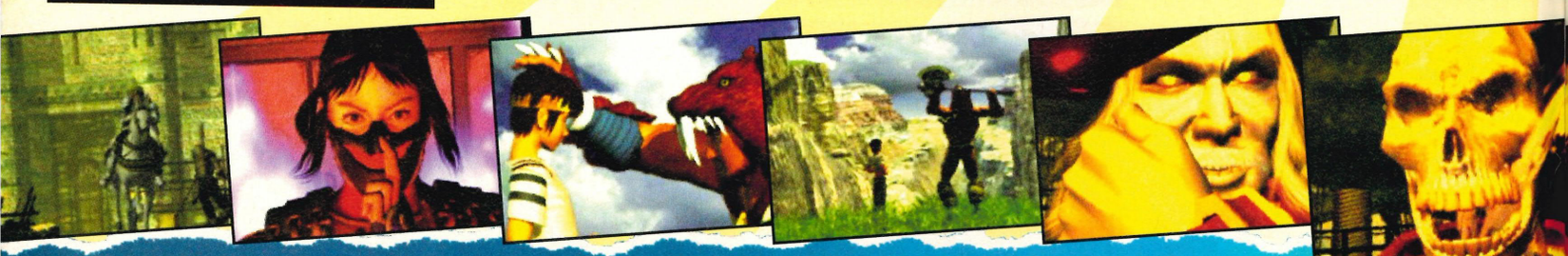
They don't initially play as big a part as say Street Fighter Alpha or Tekken 2, but the counters in this game are there, and they're also pretty handy. As with Tekken, they are are executed in a similar way – by pressing Away, Guard and A for example – when an opponent is attacking you. The slower characters gain more benefit from these, as they can stop any potential combos in mid flight, and save themselves some valuable life. That said, it seems as though the only attacks you can counter are kicks, or ones without weapons.



TIME FOR BED SAID ZEBEDEE!

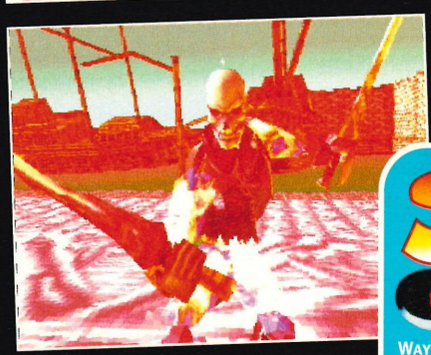
We all love a flashy graphical touch now and again, and Soul Edge is ripe with them. But how about one that changes the time of day as you play! We've seen it in Star Gladiator where the first two rounds are day, but when you start the third, it's night. But Soul Edge has this change taking place as you play! It is clearly visible on some stages, with the biggest giveaway being the fighters shadows moving around as the sun sets and the moon rises. It's all pretty cool you know!





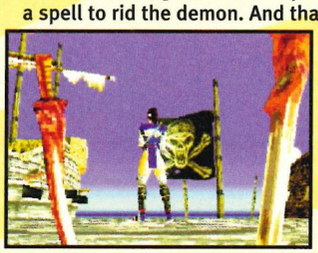
WHO'S THIS THEN! SKELETON MAN?

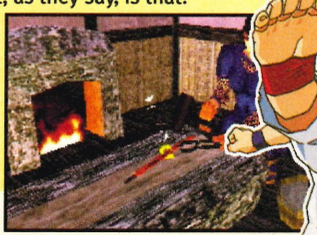
Reach the end of the game, and beat Cervantes and a little surprise awaits. You think it's all over, but the power of the Soul Edge resurrects the evil demon inside him, and creates a new character... called Soul Edge! This guy is basically Cervantes with new moves and is rock hard! His body is just a glowing mass, with the only solid part visible being his skull! He can now teleport, just to throw you into even more confusion, and uses his fake charge to good effect. Just when you think something big is on the way, he does nothing, and then all of a sudden...BOOM! His diving attack is unleashed and you've just been caned! Be afraid, very afraid people! Soul Edge is here!



AND NOW, THE END IS NEAR!

After Soul Edge is defeated, Taki thinks the swords are now hers. She snaps her Katana in readiness for her new found weapon only for it to fly off into the distance! The scene now cuts to her in making herself some new swords, at which point a demon – from the Soul Edge possibly? – enters the fray. Thinking first about using her new weapons, she decides instead to use a spell to rid the demon. And that, as they say, is that!





STEVE COMMENT

BLIMEY! IS THIS BETTER THAN BUMPING INTO A COACH FULL OF RANDY BIKINI CLAD BABES OR WHAT! SOUL EDGE IS THE DEFINITIVE BEAT-'EM-UP FOR THE PLAYSTATION. I WOULD GO SO FAR TO SAY THAT IT'S BETTER THEN TEKKEN, BUT ONLY JUST. THE GRAPHICS ARE SIMPLY OUT OF THIS WORLD. LIGHT SOURCING, MAPPING, POLYGONS GALORE AND IT ALL MOVES VERY SMOOTHLY AND AT A HELL OF A RATE. AND, IT PLAYS LIKE AN ABSOLUTE DREAM! THE COMPUTER LEARNS YOUR MOVES AND COMMON ATTACKS, SO YOU HAVE TO USE VARYING TECHNIQUES, AND THERE ARE PLENTY OF THOSE TO MASTER. AND LASTABILITY COMES IN THE EDGE MASTER MODE. YOU'LL BE AT THAT FOR AGES! AWESOME.

REVIEWS!

LUV DUP!

Who really cares about flippin' Val's day when you can fall in love with your brilliant grey box of tricks and play top games all day. If you thought 1996 was a hot year for games, think what 1997's got up its sleeve. Soul Edge (Blade in the UK), Rage Racer and Resident Evil 2 are just three huge ones off the top of my head and with games like Tekken 3 and the new Street Fighter variants just around the corner it promises to be an even BIGGER year for the PlayStation. I'd like to congratulate all of you for choosing the right machine to game on and say thanks for for choosing MMP as your PlayStation bible. In the meantime, I hope you enjoy the ish!

REVIEWS

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A LOOK IN THE CRYSTAL BALL...

Who's gonna be your Valentine? Check out our list that compares our game's scores to those real life lovelies:

90-100%	Pam Anderson, Joy Pad, Donna D'Errico, Cameron Diaz and Jenny McCarthy.
80-89%	Any Spice girl bar the scouser, Danni Minogue, Denise Van Outen – phwooar! –, Teri Hatcher or Josie off CBBC.
70-79%	Ulrika Jonsson, Kimberley Davies, Melissa George or Maxine out of Coronation St.
60-69%	Gillian Anderson, that girl on the Renault ad, Madonna or Anna Williams of Tekken fame.
50-59%	Any Blue Peter presenter or pet, any of the Queen Vic's bar staff, anything wondering around a field or any regional TV newsreader.
31-49%	That women who scores a header on the Tampax ad, Bianca, Vera Duckworth or Christopher Biggins.
11-30%	A lump of lard, a frozen dog poo or something dark from a tramp's underclothing.
0-10%	Bonnie Langford, anyone on GMTV and any of those alien looking weather girls.

90-100% RED HOT!

11-30% TRASH!

0-10% GENIUS!

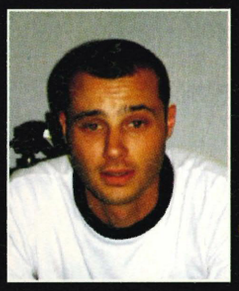
PICTURE THIS!

Here, just for you, are those all-important icons that immediately tell you what add-ons each and every game supports, without all that meaningless clutter and bottucks!

BY MY VALENTINE!

You've only just survived the nightmare that's Christmas, a time where fat aunties come with puckering lips and Yardley perfume, and before you know it it's Valentine's Day. Here's how we'd like the big day to go...

SIMON "EIGHT PACK" CLAYS

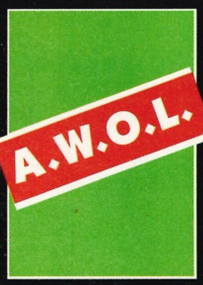


For Simon there was no issue of who would be his Valentine. There could be only one. Her name's Stella, Stella Artois – or to call her by Si's pet name, tortoise – she comes in 500ml cans, on draught and she never lets you down. Here's Si after enjoying a necking session with her. But please remember, Si's isn't everything!

GAMES ON DRAUGHT:
Rage Racer, Parappa the Rapper and Soul Edge.

DAN "THE INVISIBLE MAN" BROKE OR BROOKE

Dan's our new boy, but unfortunately he is invisible. This is because he's missing, and like his surname suggests, he's broken. It happened over Christmas when our Danny boy went back to rural Ipswich for a break. As he passed a hedgerow a marsh vole, rabid with fen fever, leapt from the privet and ripped a whole in Dan's finger. The finger swelled to the size of a Breville Pie Magic and left him unable to write. However, if you fancy a slice of Steak 'n' Kidney, Dan's your man.



GAMES WITH A BITE:
Rage Racer, Dark Forces and Soul Edge.

STEVE "IT'S BEEN BLISS SINCE" KEY

For hunky Armani model look-a-like-e Steve, Val day's gonna be a piece of cake. The Post Office have already laid on extra staff just to cope with his popularity. We're just not sure whether it came from his stud-like debut in 'It's Bliss', or because Oz keeps writing Steve's name and number all over dodgy toilet walls.

TITLES FOR TITILATION:
Rage Racer, Soul Edge and Parappa the Rapper.

BOZSHIRT "OLLOCKS" BROWNE

For our illustrious Art Ed, love is in the air. He's normally associated with phrases like "I will always love you!", "25 years of Disney!" and "Me avocado are set to burst!". But at the mo he's been proclaiming his undying love for his oven. At the moment Ozwold is locked in spiritual and mental harmony with its lovely gas ring and spacious grill. We're just worried that he'll try and put a bun in its oven.

Games to be alone with
Rage Racer, Soul Edge and Tobal No.1.

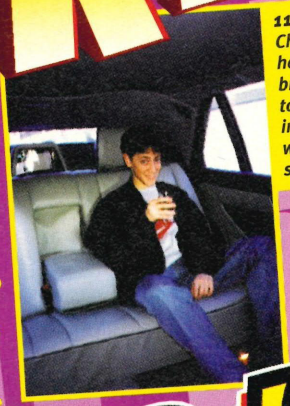
LUCY "WHEN THE BOOT COMES IN!" HILL

Our resident geordie, Lucy, really is the cock 'o' the North when it comes to Valentine's day cards – she gets absolutely tons from heartbroken readers, all besotted with our Deputy Art Editor. Well it's that or the US Naval fleet have been by! And that's where the boot comes in 'cos she clocked us all with her special Jarrow boots. March sucker!

GAMES TO BE HEAD OVER HEELS WITH:
Super Puzzle Fighter 2X, Rage Racer and Soul Edge.

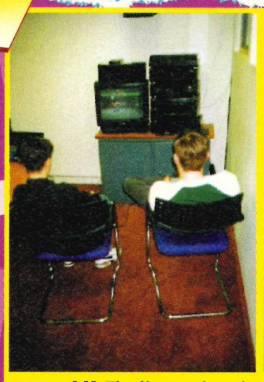
U-REVIEW

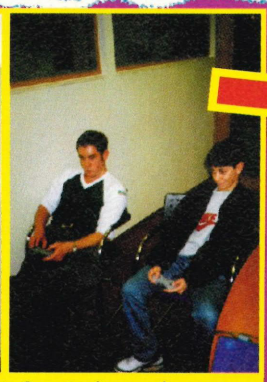
It's that time of the mag to go crazy ape. Yep, it's U-Review the only magazine feature that allows you the reader to get an insight into the games of tomorrow and does it with a bit of style. This month, and every coming month from this, after you've been picked up by our PlayStation limo, visited Sony's top music offices in Soho to review an unreleased Sony game and pigged out at a top London eatery, we're also visiting Namco's London arcade the Wonderpark. Here you'll be able to indulge yourself in Tekken 3, Alpine Surfer 2, Tokyo Wars or whatever your gaming heart desires. All for FREE! If you fancy WINNING this top day out, then see the bottom of this here page. In the meantime let's check out how Chris Hadjioannou's day turned out when he got to grips with Tobal No1.



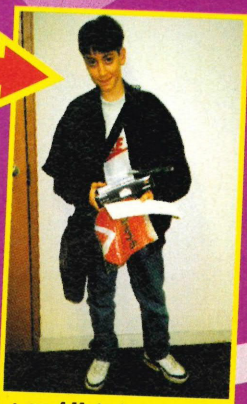
11.10 AM: We pick up Chris from his house and head off towards the bright lights of London town. Chris takes no time in getting acquainted with the limo's bar and sinks a Diet Coke. Cheers!

TOBAL NO.1



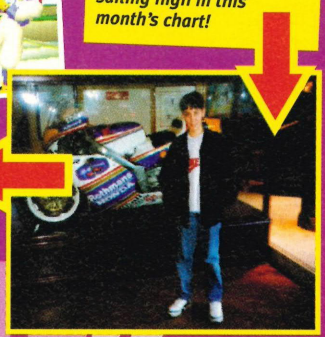


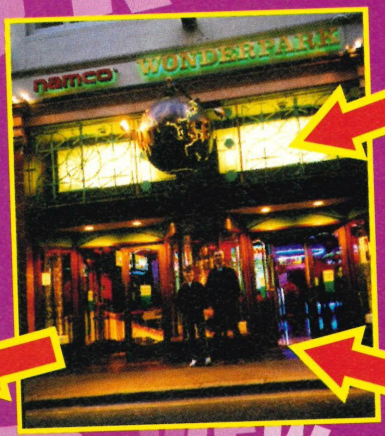
11.35 AM: The limo swings into Sony territory and we get straight on down to some top Tobal No1 action. Chris Vs Guy 'on the sniff' Pearce. Watch it Guy, this lad learns quick!



1.00 AM: And one-and-a-half hours later, Guy feels the bruising Chris has given him and decides it's time for the pressies. Chris wins his PlayStation bag, stickers, A Crash T-shirt, PSX mouse and copies of Crash Bandicoot and Broken Sword – both sailing high in this month's chart!

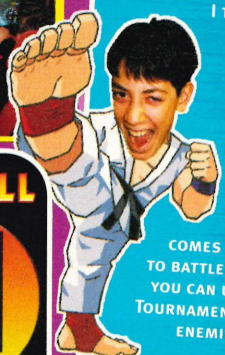
1.30 PM: All that 3D fighting gives a guy – not Pearce – a hunger. The limo sweeps us off to the Sports Cafe, where the only exercise we get involves chewing large pieces of fodder!





2.30 PM: Finally, we hurl ourselves into the electronic hubbub that is the Namco Wonderpark. Pick a game, any game, and it'll definitely be within these hallowed walls. Check these top arcade machines out 'cos there's every chance they'll make it to the 'Station! Next month some lucky readers are gonna be able to get to grips with Namco's Tekken 3!

CHRIS COMMENT



I thought Tobal No1 was a really good fighting game overall. The graphics are really smooth and the 3D is second to none on the PlayStation, although it lacks a little detail. However, when you switch to Quest Mode the game really comes alive. There's 15 levels to battle your way through and you can use all the moves from Tournament Mode to defeat your enemies. I think I'd probably like to own this game!

87 SOUNDS	90 ANIMATION
90 GRAPHICS	89 PLAYABILITY

OVERALL 91

IT COULD BE YOU-HOO!

Right! Are you suitably green with envy and would like to jaunt down to London with a mate? Well, all you have to do is answer the tie-breaker below (in no more words than 15 words), fill in the coupon below and post it to the following address:

IT TAKES TWO TO REVIEW! U-Review, Mean Machines PlayStation, Emap Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

NAME: .....

ADDRESS: .....

.....

AGE: .....

CONTACT TEL. NO. .....

TIE-BREAKER: My mate and I deserve an awesome day with Sony because: .....

.....

• Now all you have to do is wait by the phone because our Simon will be calling a lucky reader shortly!

REVIEW

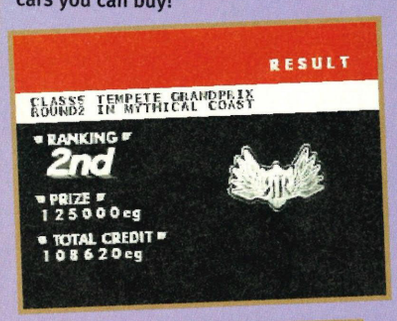
RAGE RACER

Time to wet those pants, and dream you had an import PlayStation, as we bring you the awesome Rage Racer, the follow up to RRR from Namco. Another great reason to get your mates to buy the little grey box of tricks!

Gone are the days when your Dad takes out his A-reg Sierra estate, gets Mum to put a nice picnic in the boot, sits you and your little sister in the back and drives off into the country for a family outing. Nowadays, you're more likely to be sitting at home with your mates, completely ignoring parents or anyone over the age of twenty, burning down busy highways with the speed clock bursting off the scale while hurling abuse as you steam past flagging tail enders! This is the age of rage racing and I know what I'd prefer to do anyday! Dad get the car out of the garage and Mum, start packing the grub will ya!

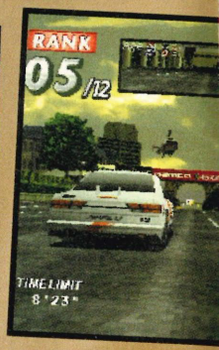
HEY BIG SPENDER!

The first thing that is different about this game is the fact that only one car is selectable from the start. Whenever you finish a race in the top three, you're awarded a bit of cash as a prize and once all the tracks in the class have seen you finish in the top three, you get to move up a division. You also get a promotion bonus and more cars become available for you to spend your hard earned wonga on. So the better you do, the more money you get, and the more powerful cars you can buy!



TURN ON, TUNE UP AND COP OUT!

Each of the cars in Rage Racer starts off at a certain class, which not only determines the quality of it, but also the tracks they become available on. Now some of these may have pretty nifty stats, and still be in class three, which means they can be tuned up and enhanced in an Essex-style-e, to give more speed, better handling or improved grip. And it's not only stats that improve, but the car obtains spoilers or widened wheel arches for visual pleasure too! All you need now is the tinted windows!

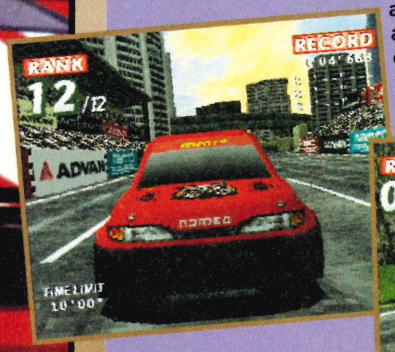


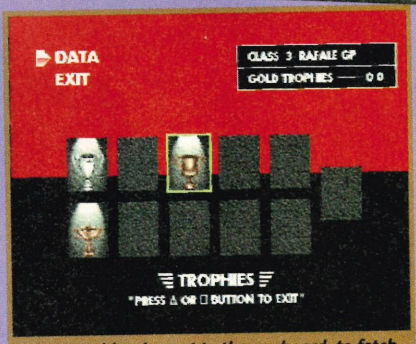
MEAN MACHINES PLAYSTATION BUY IT! BUY IT! BUY IT!

RED HOT!

JOIN ME! AT TEAM MMP!

You've just bought the best car in the game, but you want to distinguish yourself from the normal vehicles. Not a problemo geezer! Rage Racer lets you customise the car to suit your own personal tastes. The colour of the car can be changed and the body lining colour can also be altered. Then you need a team name and logo to plaster all over your motor. Already included in the game are twenty preset logos for you to have a muck about with, and there's also an option to create your own special team symbol if you have the time and can be bothered!

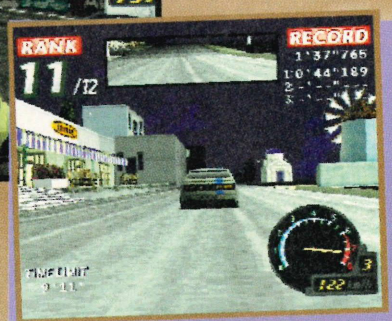


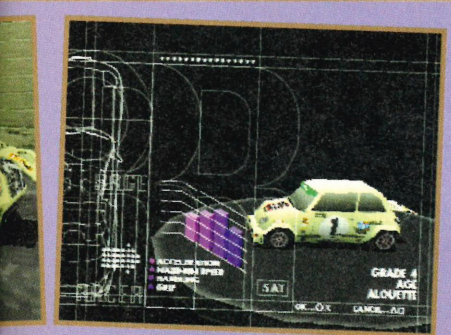


Ol' ma Hubbard, went to the cupboard, to fetch poor Ozbert a trophy. But there weren't any!

THE TROPHY CABINET IS BARE!

Going into the options screen and selecting Trophies brings up a small cabinet thing showing you all of the medals and such like that you've collected for each of the classes. But you may be wondering why you've only got one or two trophies and yet you've cleaned up on all the divisions. Well, that's because in order to win gold, you have to race each class with a car that corresponds to the grade. So in order to get a gold trophy for class one, the only car you can use is the Esperanza and you have to finish first on all of the courses. Got that?





MIRROR MIRROR ON THE WALL!

The five classes may hold you up for a while, but not long enough if you're good at your games. So as soon as you finish in the top three on every course, for each class, the game rewards you with the Mirror Mode, or Extra GP as it appears on the mode select screen. In this you have to race all of the courses again only going round them backwards, starting with only the Esperanza and no money! If you manage to complete that in the allotted time, then a special secret is revealed...

REVIEW

HI! I'M THE UNECESSARY TOKEN SEX OBJECT FOR YOUR PRE-PUBESCENT TITILATION! I PRANCE ABOUT AT THE START HOLDING A CARD, WAITING FOR YOU ALL TO PULL-OFF! RACERS! START YOU'RE ENGINES AND LET'S GET IT ON!!

EXCHANGE AND MART!

So you know how to get the cars, but what you don't know is which ones are the best to buy in terms of performance and such like. So let Mean Machines PlayStation present you with the hits and misses of Rage Racer, in a similar cockerney wide boy fashion to that of David Wicks and Dealz on Wheelz. Cor blimey guv'nor, meet Honest Oz's Hot Hatch Hutch...

AGE PEGASE

The first half decent car and as a result it is manual transmission only. It starts off at grade four, which means it can only be upgraded once, but because of the superb handling, this is another recommended car!

- ACCELERATION: GOOD
- MAXIMUM SPEED: GOOD
- HANDLING: EXCELLENT
- GRIP: AWESOME

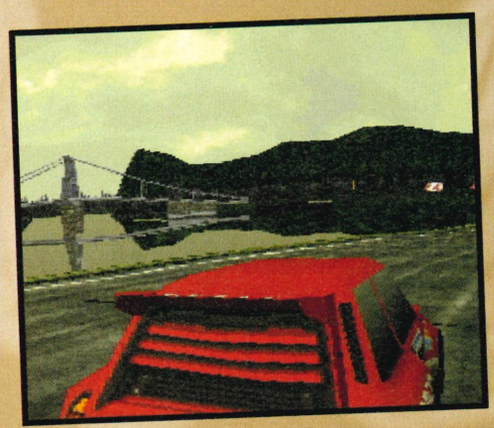
AGE ALOUETTE

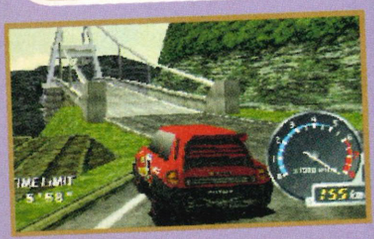
Don't be fooled by the name, it's a wickle Mini! This is the first car you have available to buy, and compared to the original chugger wagon, it's pretty nippy! Mind you, a four speed automatic does have it's limitations.

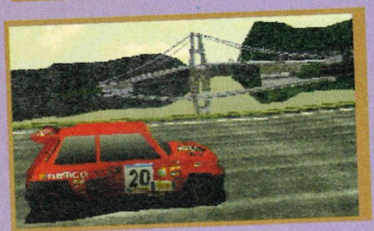
- ACCELERATION: POOR
- MAXIMUM SPEED: AVERAGE
- HANDLING: AVERAGE
- GRIP: GOOD

AGE ABEILLE

This is more like it! Buy this as soon as you can, and then I'd thoroughly recommend that you soup it up to Level Five even quicker! This little baby motors big time, with five gears and it's automatic! Coolio dudio!



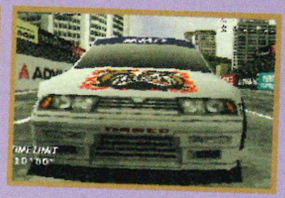


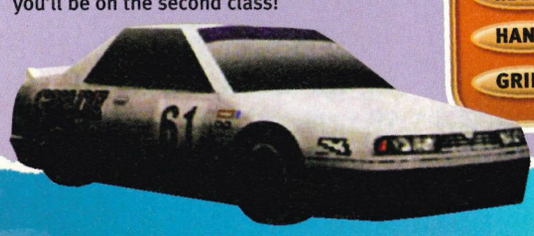


- ACCELERATION: AVERAGE
- MAXIMUM SPEED: GOOD
- HANDLING: EXCELLENT
- GRIP: EXCELLENT

GNADE ESPERANZA

Well, we've all gotta start somewhere and this is the very, very bottom of the barrel! It's the only car you have to start with, and the chances are that by the time you've raised enough cash to buy a new wagon, you'll be on the second class!





- ACCELERATION: POOR
- MAXIMUM SPEED: RUBBISH
- HANDLING: POOR
- GRIP: AVERAGE

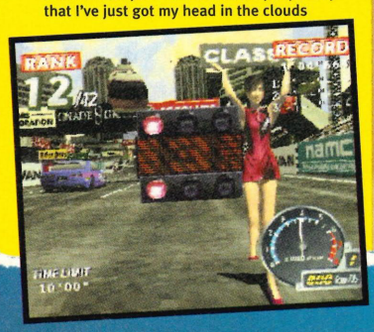
RACE QUEEN PROFILE

NAME:	Reiko Nagase
DATE OF BIRTH:	14th Feb 1975
PLACE OF BIRTH:	Tokyo
HEIGHT/WEIGHT:	165cm/48kg
B/W/H:	85/58/86
FOOT SIZE:	23cm
BLOOD TYPE:	A
SPECIAL SKILLS:	Swimming and Playing guitar
HOBBY:	Marine Sports and Souffle
FAVOURITE FOOD:	Minestrone, crisps & pears

FAVOURITE GAMES:
Pac-Man and Smash Court Tennis

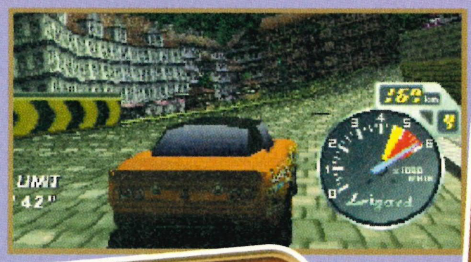
HOW TO SPEND A DAY OFF:
Making Souffle at home, shopping, or taking Rickee (Pyrenean dog) for a walk

FUTURE DREAM:
To follow in Grandpa's footsteps into the field of space development and to become an astronaut, if possible. But some people say that I've just got my head in the clouds



LIZARD INSTINCT

Another cheap car, and a good one to consider as a possible upgrade once you're fed up with the Esperanza. Although it's only a four speed automatic, it packs a bit more punch than the Gnade, but suffers through handling.



- ACCELERATION: GOOD
- MAXIMUM SPEED: POOR
- HANDLING: RUBBISH
- GRIP: RUBBISH

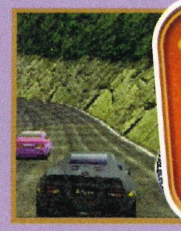
LIZARD BAYONET

This is a middle of the road car to be brutal. If you've gone a while without buying anything then, this could be worth owning. If you already have the Abeille, or the Pegase then I wouldn't bother racing with this one.

- ACCELERATION: EXCELLENT
- MAXIMUM SPEED: GOOD
- HANDLING: AVERAGE
- GRIP: POOR

LIZARD HIJACK

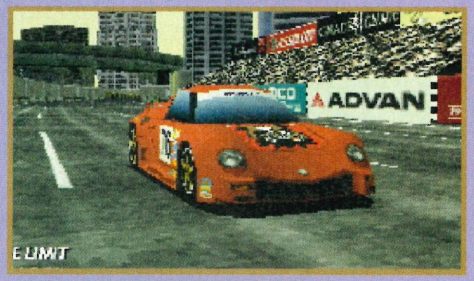
Blimey, it's a truck! When they were putting this one together though, they must have forgot to put some good tyres on, or left out the power steering, because this corners like Ayrton Senna. And we all know what happened to him.



- ACCELERATION: GOOD
- MAXIMUM SPEED: POOR
- HANDLING: RUBBISH
- GRIP: RUBBISH

ASSOLUTO FATALITA

Yeah, not a bad little motor this fella. For the money you pay and considering that it's still an automatic transmission – it's one of the quickest ATs – this is best described as a good deal, especially after those cheeky upgrades.



- ACCELERATION: AVERAGE
- MAXIMUM SPEED: EXCELLENT
- HANDLING: POOR
- GRIP: GOOD

ASSOLUTO ISTANTE

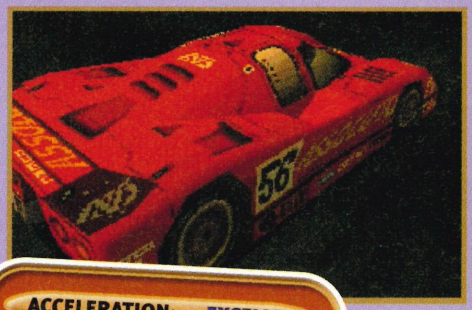
To say this is a bit saucy is an understatement! It's fairly motors along, but handles like a complete dog! But you will need to buy this or the Ghepardo for the Extreme Oval circuit, because nothing else has the speed to win the race.

check out the rear mounted engine. You could fry an egg on this sucker! Rock!

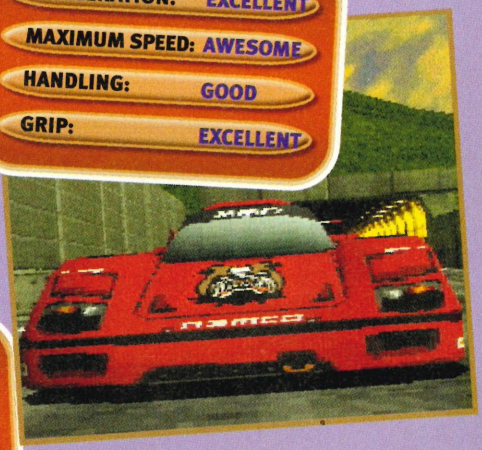
- ACCELERATION: AVERAGE
- MAXIMUM SPEED: EXCELLENT
- HANDLING: POOR
- GRIP: GOOD

ASSOLUTO GHEPARDO

The grandfather of them all and it costs a whopping 695,900 to buy, so to say that you'll have to dig deep to buy it would be an understatement! As with the Istante, this can't corner, so it's best for use on the Oval.



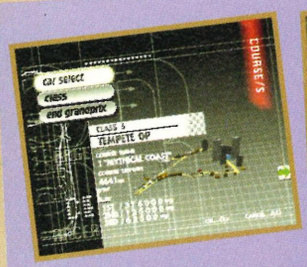
- ACCELERATION: EXCELLENT
- MAXIMUM SPEED: AWESOME
- HANDLING: GOOD
- GRIP: EXCELLENT

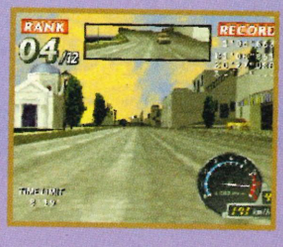


REVIEW

DRIVE BY!

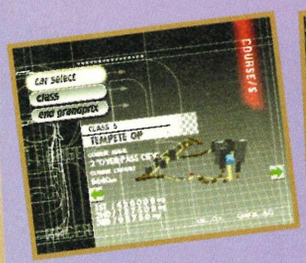
Initially there are three tracks that you can race on, but once you reach the third class that course number becomes four. Having given you the dodgy car lot, Mean Machines now present the AA version of events as we look at each of the circuits.





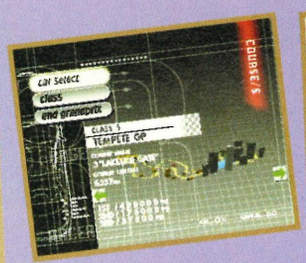
MYTHICAL COAST

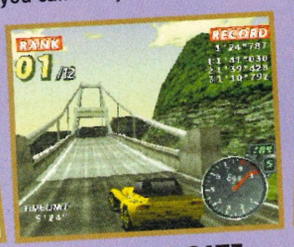
By far the easiest of the first batch of tracks, this is quite a nice opener to get you settled into proceedings. There are only two real nasty bends in this, the first is after a steep descent towards the sea, and the next is a savage 180° turn after a simple, but sharp left – see the pictures. The first needs to be taken around fourth gear if you want to corner without contact, and for the second drop down to third before taking it.



OVERPASS CITY

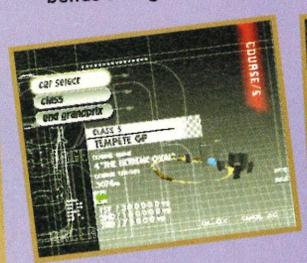
If the first was the easiest, then this is definitely the hardest! The first bend you take once you turn into the new part of the course is in fact a small jump, and if you don't slow down enough, you'll hit the sides. After that, there are two more bends which you need to slow down for, both left handers. And one of the best parts of the course is the small chicane near the end, where you can really see the game shifting. Top stuff!

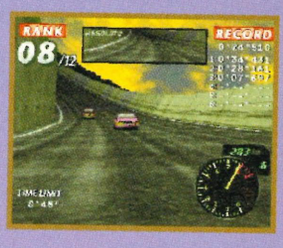




LAKESIDE GATE

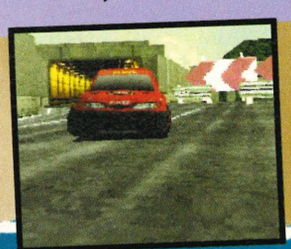
Remember that you go left in the tunnel after going past the waterfall! The course starts to get really tight now, so overtaking becomes particularly tricky. The worst corner on this occurs after you go under the bridge and through two left handers. When you come to the next bend, which is a sharp right, hit those brakes ASAP! Miss the line for any of the other bends though, and you'll definitely need to use those brakes, as they can all be tricky.

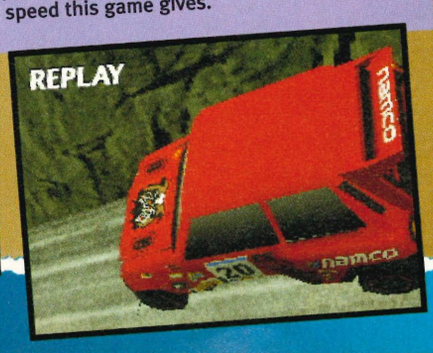


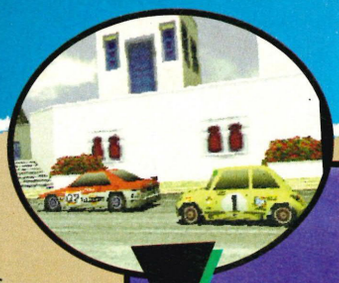


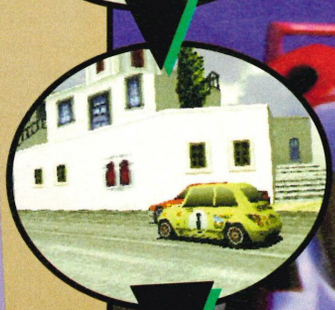
THE EXTREME OVAL

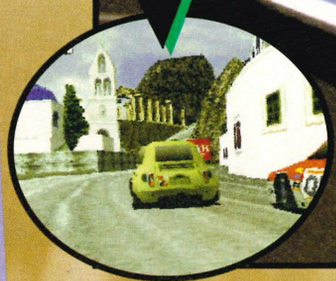
This is the show off circuit. The standard cars you've been racing with will be no use on this track because all of the other competitors will be too good for you. So start saving some more cash and purchase the Istante because that is enough to see you finish in third and qualify for the next class. Once the real meaty cars are in your possession, then you can really feel the power and speed this game gives.

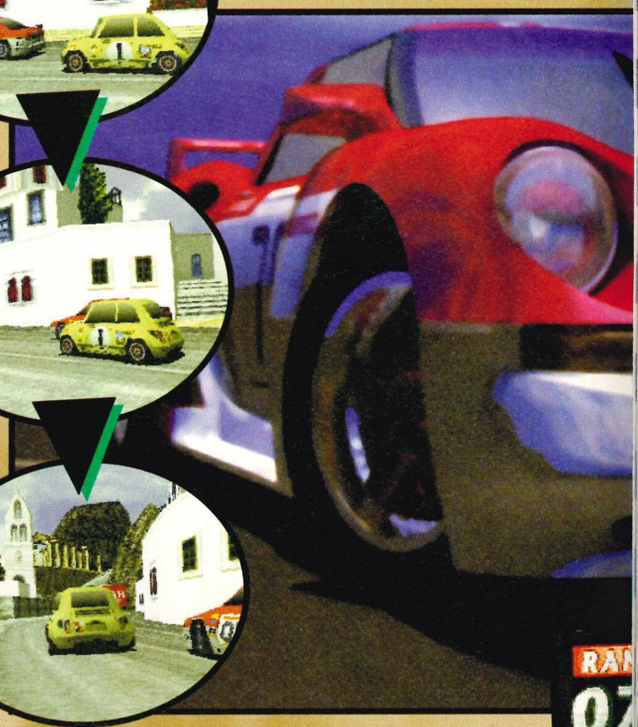










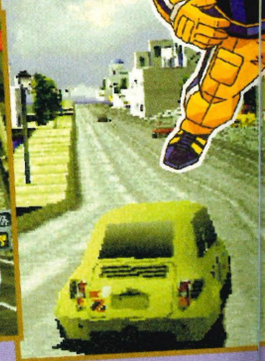


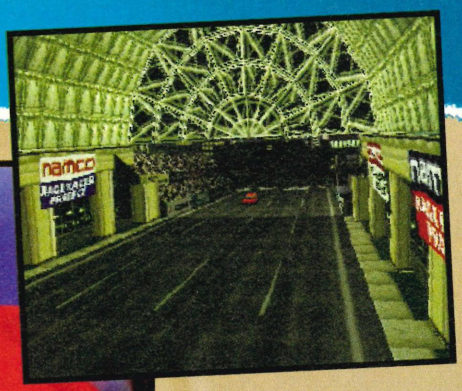
BIG UP THE JUNGLIST MASSIVE!

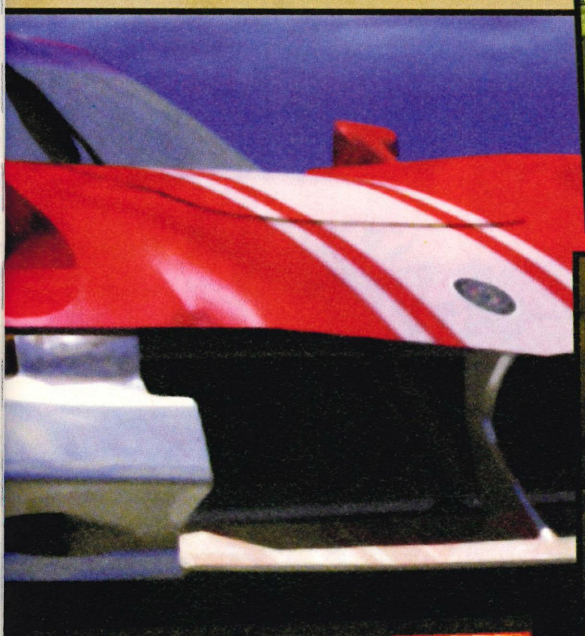
Excuse the headline for all those that don't know what I'm taking about, but this is to do with the music. The original RRR featured a stomping soundtrack to which some of the tracks were released on vinyl, but this time they have outdone themselves with a Drum 'n' Bass soundtrack that is seriously kicking! Crank this one up loud if have the equipment, or max out that TV volume for the ultimate driving experience!

THE ARC DE TRIUMPHE! WHERE?

To try and add a bit of realism to the streets and roads in Rage Racer, dotted along the side and adorning the tracks are a number of famous buildings and monuments. The first one you'll see is the Arc de Triumphe, with downtown San Francisco and a Greek style fishing port all zooming by. Yes, we know it's nothing major, but it's still a nice touch!

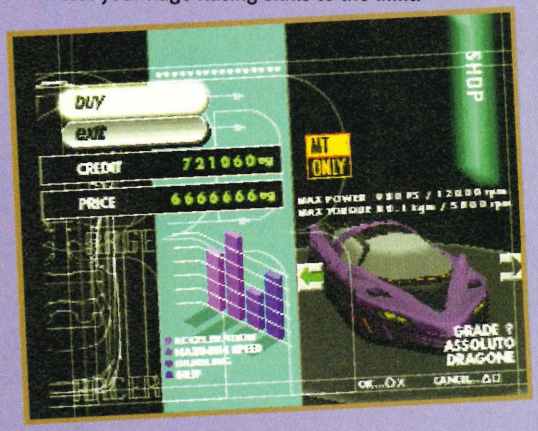


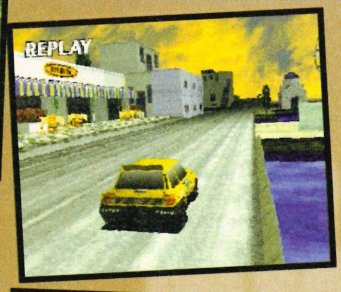


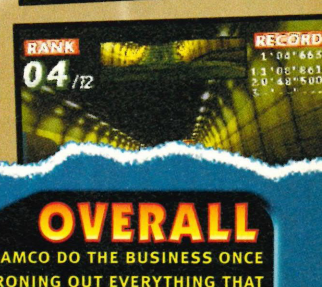


OOHH, YOU SAUCY DEVIL!

Yes, the Devil Car makes a welcome return and it's yours for finishing the Mirror Mode. Well, not exactly, because you still have buy it, but at what price? 6,666,666 of course! Once the five classes are completed in normal and mirror, a sixth class opens up where all of the competitors are driving awesome super cars. Their class is unknown and they seriously motor. Winning this is really tough and will test your Rage Racing skills to the limit.







STEVE COMMENT

I SKID ME PANTS ALL DAY LONG WHEN I HEARD THIS WAS COMING OUT, AND THEN I SKID THEM SOME MORE WHEN IT ARRIVED. AND NOW I'VE PLAYED IT TO DEATH, GUESS WHAT I DID? I SKID ME PANTS. LOADS OF SKIDS, BECAUSE THIS IS BRILLIANT! THE FEELING OF SPEED IS OUTSTANDING, AND ONLY WIPEOUT 2097 MATCHES THIS. NAMCO HAVE PULLED OFF A FEW VERY CLEVER GRAPHICAL TOUCHES WITH THIS, DRAMATICALLY REDUCING THE AMOUNT OF POP UP, AND THERE IS NO CLIPPING TO REPORT. ALL I CAN SAY IS BUY THIS IF YOU CAN PLAY IMPORT GAMES, OR CREAM YOURSELF UNTIL IT DOES COME OUT LATER THIS YEAR. OOOH, I'VE SOILED ME PANTS AGAIN!

SIMON COMMENT

WHEN THE PLAYSTATION FIRST HIT OUR SHORES, RIDGE RACER LEFT US WITH GAPING MOUTHS AND POUNDING HEARTS. HAD WE SEEN RAGE RACER I THINK IT WOULD HAVE CAUSED A REACTION BOTH SEXUAL AND LIFE THREATENING BECAUSE RAGE RACER IS AWESOME! IT'S THE BEST LOOKING DRIVING GAME I'VE EVER SEEN AND IT PLAYS LIKE AN ABSOLUTE DREAM. TOTAL CREDIT TO NAMCO FOR SURPASSING EVERYTHING THEY'VE DONE BEFORE! THOSE OF YOU WITH AN IMPORT MACHINE – BUY IT! THE REST OF YOU START SAVING 'COS RR'S ONLY AROUND THE NEXT CORNER! I'M GOBSMACKED!

OVERALL

NAMCO DO THE BUSINESS ONCE MORE, BY IRONING OUT EVERYTHING THAT WAS BAD ABOUT REVOLUTION, AND POLISHING IT UP NICELY FOR RAGE RACER. IF YOU HAVE AN IMPORT MACHINE, BUY THIS IMMEDIATELY.

ALTERNATIVES
RRR, BURNING ROAD AND MOTOR TOON GP2

94 SOUNDS
90 ANIMATION
93 GRAPHICS
94 PLAYABILITY

94

REVIEW

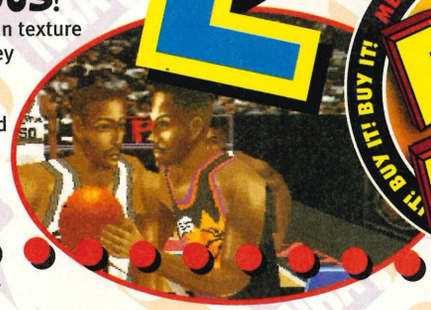
NBA IN THE ZONE 2

Yes! It's back. My personal favourite PlayStation basketball sim has returned, and brought with it all the funky enhancements you'd expect from those clever chaps at Konami. Or should that be Konomi – Oz?

No I'm sorry. I'm NOT going to do this. Everytime I sit down and write YET ANOTHER intro for YET A-FLIPPIN'-OTHER PlayStation basketball game, I always go for the "tsch! If I had a pound for every intro I've had to write about basketball games..." angle, and I simply refuse to do it again. However – he said, back-peddling pathetically – considering this is the follow-up to Konami's brilliant In The Zone, I will stick my neck out far enough to say that I still think ITZ is the best basketball game available for the serious sim-lover. Never mind your squeaky floors and clever reflection algorithms, solid gameplay and fun is what we're after here – and thank the maker if Konami haven't gorn an' dan it.

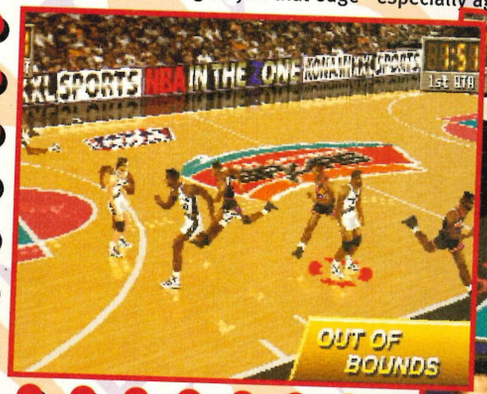
MY GOD! IT'S HIDEOUS!

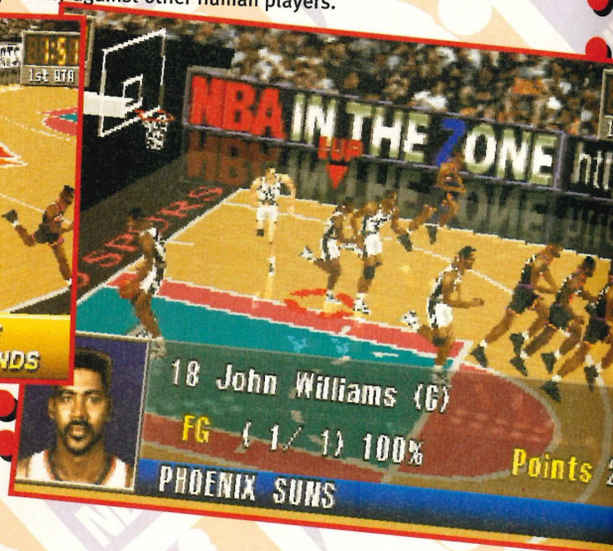
They can motion-capture athletes, they can texture map the most detailed of surfaces and they can recreate almost any environment. But can they make a decent face in close-up? Hell no! It almost makes you want to avoid scoring as you then have to endure these grotesque creations at a frighteningly close range. Ugh! "NURSE!"



TOTAL CONTROL!

As well as controlling play via your actions (ie you run forward aggressively and your team mates will follow) you can also 'call out' set formations using the top pad buttons. These are simple set moves, but allow you to push your players forward to block defenders while you go for a dunk, or bring them back to form defensive walls of your own. It takes a while to get use to using these during play, but it is worth persevering, as it'll give you that edge - especially against other human players.





CAMERA, CAMERA ON THE WALL!

It's views a-plenty, as Konami give a new meaning to the phrase, "spoilt for choice". Rock.

NORMAL

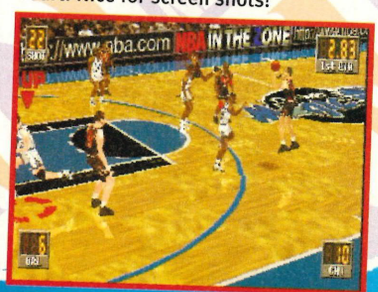
A traditional Konami view that travels up and down the court vertically. Well sort of anyway.

SIDE

Nice and simple this one. It just trundles left and right, keeping the action central on the screen.

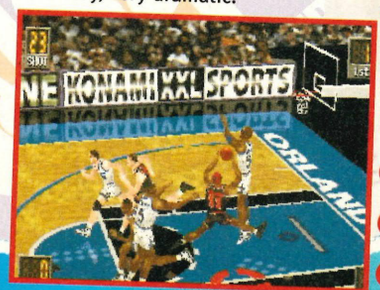
QUARTER

A pretty dramatic isometric-ish view that follows the main player down the court. Nice for screen shots!



LIVE

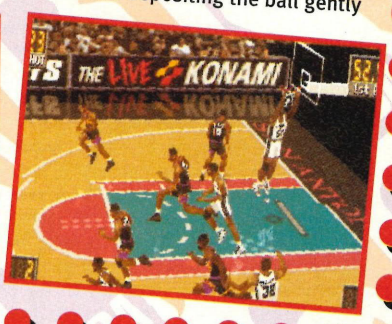
An intelligent view that zooms and pans all over the place. Very clever, and very, very dramatic.



BY: KONAMI OUT: FEBRUARY PRICE: £44.95

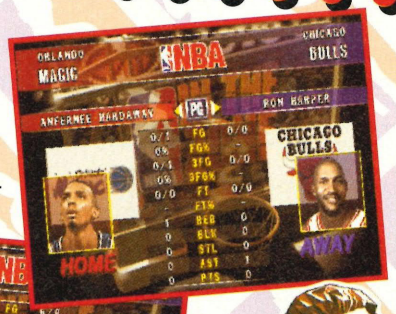
SLAM TIME!

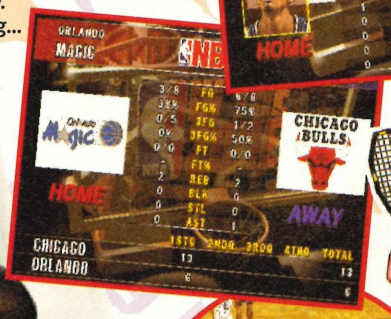
Yeah, like you really DIDN'T expect to find tons of dramatic and impressive slam moves within In The Zone 2! Anyway, they're not as bonkers as the likes seen in NBA Jam Extreme, but they add to play, and you can also fake dunks; drawing defenders high into the air, before switching moves and depositing the ball gently into the basket. Cool.

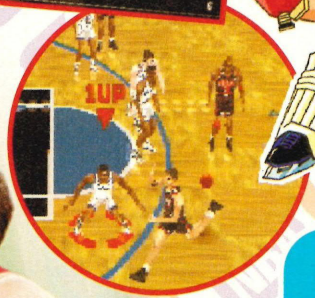


"HELLO, AND WELCOME TO THE WHACKY STATISTICS SHOW!"

Again, all the stuff you'd expect to see in such a game, and certainly enough to keep even the MOST analy-retentive stat-fan happy.
Hmm, they really get me going...







MATT COMMENT

I said it the first time I reviewed In The Zone, and I'll say it again for number two; I believe that this is THE most playable basketball game available. If you want chuckles and 'Big Head' modes then look elsewhere, but if you're after a decent and accurate game of basketball, well... you have arrived at your destination. The players' faces are pretty scary, but other than that, there's really nothing to moan about. The play is flowing, all of the moves realistic, and the end result one damn polished game.

STEVE COMMENT

I've had a good look at all of the current crop of basketball games for the 'Station and agree with Matt that ITZ2 is the best. It is pretty close though because none of the games available are bad at all. But Konami's little number just pips 'em at the post in the playability department. If you like BB, this is the one for you!

OVERALL

An extremely well-produced game that should keep even the most die-hard of basketball fans happy. It looks as slick as it plays, and moves very nicely indeed. And you can have eight mates playing at once. Cool.

ALTERNATIVES
NBA Jam Extreme, NBA Live '97, Total NBA.

86 SOUNDS
89 ANIMATION
89 GRAPHICS
90 PLAYABILITY

90

REVIEW

CONTRA

LEGACY OF WAR

That pesky third dimension gets everywhere doesn't it? Can't turn around without finding a solid polygon object or two flying across your TV screen impressing the pants off you. It wasn't always like this you know. Back in the golden days of video games people would be quite happy with just the two dimensions, but that's not good enough these days, oh no. Now not only do we have the superb Tekken 2s and Tomb Raiders of this world shamelessly flaunting their heights, lengths and breadths, but the old games want to get in on the act as well. That's where Contra comes in, throwing its 2D clothing to one side, and sporting a rather fetching ensemble of a three dimensional nature, topped off with some rather spiffing red and blue glasses. Suits you sir!

Revamp ahoy! Konami have taken SNES shoot-em-up classic Contra, and added some new ingredients to an old recipe for destruction. Bet you can't eat three!

LET'S GET INTO CHARACTER!

Another new addition to the game is the option to choose between one of four characters, each with different weapons. They all share the same basic weapons, but also have a pair of their own unique guns. So without further ado, meet your friendly neighbourhood gang of crazed warriors and see what firepower they have to offer...

CD-288

CD's name is little misleading. Far from being a small disc capable of playing music, he is a merciless robot killer with a gun for a hand. But what's in a name, eh? He may be the slowest character, but his awesome weaponry more than makes up for his slug-like jogging. And he's got ace speakers built in!

SPREAD GRENADE

Not as quick as Ray's Spread gun, this is still a fairly good gun, but not a great one. Still, better than using your bare hands for fighting.

HOMING MISSILE

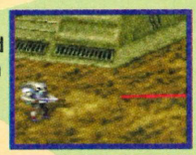
This however, IS a great gun, let loose these guided missiles and pretend you're an F-117. This is the type of gun that Arnie gets!

BUBBA

Bubba is quite literally the shrimp of the group, due to his small size and shellfish like head. This odd-ball is the fastest of all the characters, but has the least effective special weapons, so if you want to float like a butterfly and sting like a papercut, this one's for you. Boko-bok-bok!

STRAIGHT LASER

The sniper's choice, it has a good range, and goes straight through enemies, but being thin you need to be a pretty good shot to make good use of it.



HOMING BULLETS

Least guided of all the weapons called homing, this gun is more like a shotgun that vaguely knows where it's going.

TASHA

This masked maiden of mayhem is the token female of the crew, (assuming of course that CD and Bubba ARE blokes. It's hard to tell with robots and aliens). Don't say that to her face though, because she's likely to melt your head with her flamethrower. So that's you warned then.

SPARKLING LASER

Similar to the flamethrower in that it lets loose a continuous stream of fire but has a crap range. But better.

SEEKING BULLETS

Strangest of all the homing weapons, these balls of death – oo-er! – hang around your gun until they find a target, and then destroy it. Bang!

RAY

The default character, Ray, is the most average of all the heroes on offer in terms of speed and weaponry, and so is a good choice for the beginner. The only exceptional thing about Ray is the video camera built into his head, which must come in handy for taping weddings and suchlike.

SPREAD GUN

This shotgun-style weapon is the best area effect weapon available, so if you miss your target you must be sad, armless or as blind as our Ozbert!

HOMING LASER

Now there's just no excuse for missing with this baby! As long as you're pointing in the general direction you'll always blow all of your enemies away.

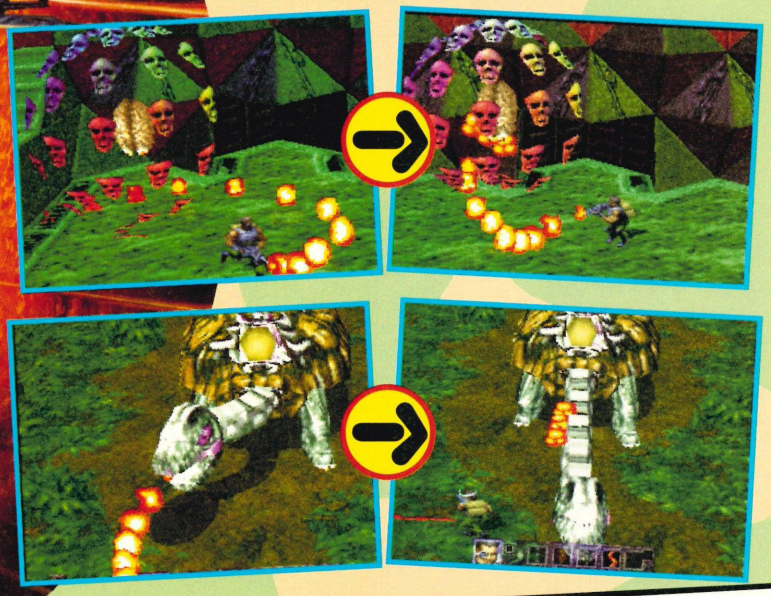
THE RIVER WILD!

Tired of running through leafy glades dodging heavy artillery? Then take a trip down river, courtesy of Contra Holidays. Just jump on the waiting raft and be whisked away on a journey of relaxation, discovery... and giant snakes? Okay, we lied, it won't be as relaxing as you think, but it is fun. Once you've survived the raft, there's a nearby speedboat to take you onto the second part of your mission. Just seek out the robots made out of scrap iron to give them a good kicking, all the time avoiding getting sea-sick. The holiday of a lifetime!

BY: KONAMI OUT: JANUARY PRICE: £44.95

MORE BOSSES THAN TEKKEN!

Konami have gone berserk with their bosses, and I'm not talking about hitting their managers! One of the hallmarks of the Contra series was the amazing boss enemies, and the new ones are the best yet! You've got alien dropships, river junk beasts, a crazy disco glitterball brain and more robots than Droids R Us! And if you think they're fearsome now, try looking at them in 3D mode. Much cacked pantage methinks.



You might look scary, but I could take you at arm wrestling anyday!

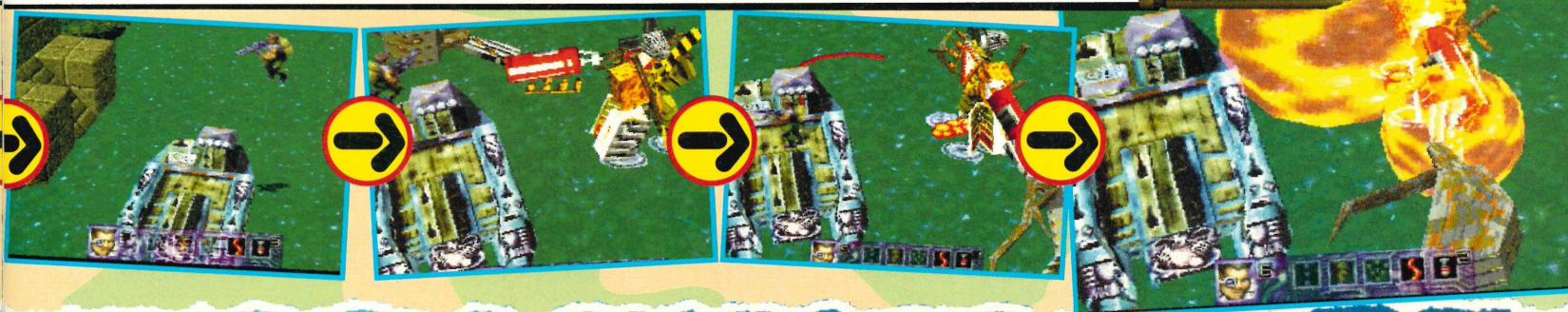
Right mate, you better back off or you'll get barbecued ribs! Tom sauce?

These new headlights are bloody awful, I can't see a flippin' thing!

Oi! Spiderlegs! Weren't you one of those freaky toys under the bed in Toy Story?

TWO MUCH TO HANDLE?

As good as it may be, single player mode is not the way to play Contra at its best. Grab hold of one of your mates and get into two-player mode. Not only will you have double the firepower, but there's half as much chance of you being shot since they'll also be shooting at your buddy! The best thing with two players though is that you can get all Starsky and Hutch, shouting things like "cover me!" and "I'm going in!" and of course "you nicked that bloody power-up, I needed that you monkey groin!"



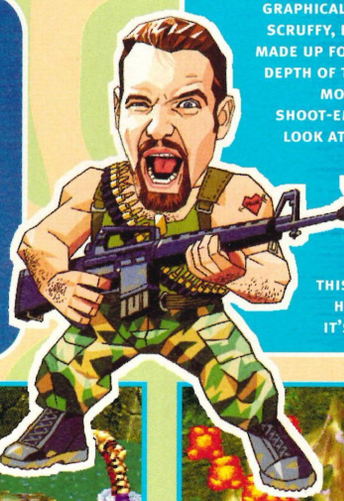
REVIEW

IN YER FACE!

Not enough 3D for you? Bring the war into your own living room without having to tidy up the mess afterwards by turning on the incredible 3D mode. Simply put on the fashionable 'green beret style' camouflage 3D glasses and prepare to hide behind your sofa in terror as alien spaceships threaten to break loose from your TV! The only problem is that you will look a complete idiot in your chosen eyeware, but you can reduce your embarrassment by getting a mate to join the game, making them look just as weird as you are!

STEVE COMMENT

FREEEE DEEEEE! AWESOME! CONTRA WAS ONE OF MY FAVE GAMES WHEN IT WAS RELEASED ON THE NES AND I HAVE TO SAY THAT KONAMI HAVE DONE A TOP JOB OF PORTING IT OVER AND STILL KEEPING THE OLD PLAYABILITY. SOMETIMES A LITTLE DIFFICULT, BUT OVERALL, IT'S GOOD FUN!



MATT COMMENT

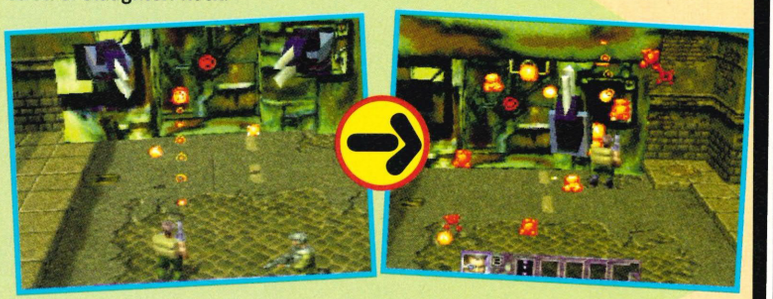
BACK TO THE OLD SCHOOL! THE CONTRA GAMES HAVE ALWAYS BEEN KNOWN FOR THEIR TOP BLASTING ACTION, AND THIS 32-BIT ENTRY IS NO EXCEPTION. THE GRAPHICAL STYLE MAY BE A LITTLE SCRUFFY, BUT THIS IS MORE THAN MADE UP FOR WITH THE SPEED AND DEPTH OF THE LEVELS. THIS IS FAR MORE THAN JUST A SIMPLE SHOOT-EM-UP, EVEN IF YOU JUST LOOK AT THE 3D MODE AND THE AMAZING BOSSES. IF YOU LIKED CONTRA, YOU'LL LOVE THIS, AND IF YOU'VE NEVER HEARD OF CONTRA, THEN IT'S ABOUT TIME YOU DID!

JUMP UP, LIE DOWN, KEEP MOVING!

Don't simply run about the place like some cranially deficient poultry – a headless chicken for those without a dictionary. With a simple press of a button, you can leap like a lord or hit the deck in order to take out difficult targets.

JUMPING JACK FLASH!

One of the first problems you'll encounter in the game is this seemingly impenetrable wall, complete with twin gun turrets. At first blast it may appear to be invulnerable to your shots, but with a swift jump and a flurry of gunfire, hey presto! The guns are no more, the door is open and you can continue your merry stroll of slaughter! Rock!



THE LYIN' KING!

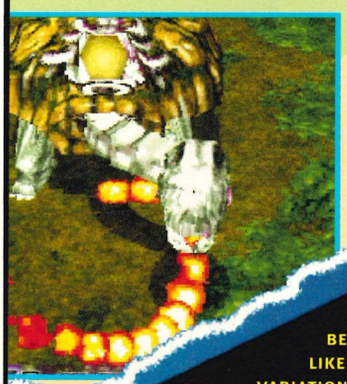
There you are, running through the jungle without a care in the world, when suddenly you come across a bunch of prehistoric shellfish-like robots – as you do. Never fear, simply lie down spray the area with the gun of your choice, and watch those tribolites fry! Ducking is also useful for dodging bullets, but remember, once on the ground you can't move, only rotate. Useful to remember, especially when being approached by a huge robot tank!

Trying to climb up Matt's trouser leg are you? Eat flame snake-boy!

Handy Hint: Never make make popcorn in a volcano, since it may get a little hot!

Time to turn my back on violence in favour of a peaceful riverboat picnic!

Damn, I knew this boat looked a little too much like the one in Apocalypse Now!



OVERALL

NOT SO MUCH AN UPDATE, MORE A TOTAL MAKEOVER OF A CLASSIC. DESPITE BEING QUITE FRUSTRATING AT TIMES, IF YOU LIKE YOUR SHOOT-EM-UPS TO HAVE PLENTY OF VARIATION AND A LOT OF BLASTING, BUY THIS GAME!

80 SOUNDS

86 ANIMATION

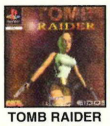
84 GRAPHICS

89 PLAYABILITY

89

ALTERNATIVES

LOADED, FADE TO BLACK AND RELOADED.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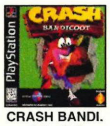
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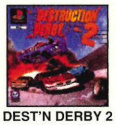
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REVIEW

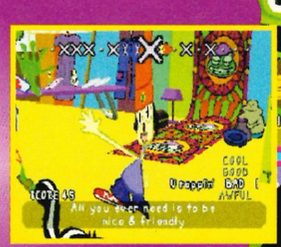
PaRappa T

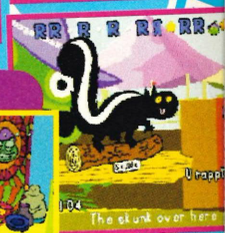
Yo dudes, ya know what I'm saying! I woz chillin' in the ghetto with the hardcore ganstas of the district, when a new clique cruised inta town. Some homeboy named Parappa showed me what's down. Respect is due!

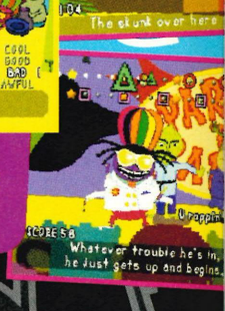
Bizarre games usually originate from one place. Japan. We've seen untold cartoon strip games with young girls barely old enough to be at school, and yet they appear to have the bodies of Pamela Anderson. And do any old Sega owners remember the game called Switch? Where you controlled a bloke with an extraordinarily oversized head who went around pressing switches? Pretty weird. But that has been eclipsed by one of the strangest, and funniest games ever! Parappa the Rappa is nothing more than a Simon Says type of game, but here you have to copy the computer in a rapping competition. However the whole feel of the game is so odd, that Mulder and Scully have been called in to investigate. Welcome to the alien world of Japanese programmers, and the strange ideas that lurk in their minds. Help mummy, I'm scared!

U-RAPPIN' GOOD!

Your rappin' standards are split into four categories. To progress onto the next stage, you have to be good when the lessons have all finished. Every time you make a bit of a balls up, the bad or awful will flash up and you have one try to rescue yourself before the score drops. If you drop further than awful, the lesson stops instantly, because you're doing rubbish and you have to start again! The lower down the ranking you get, the background also changes. For instance Prince Fleaswallow's market stall collapses and you end up wearing a sombrero. Err, word up daddio!

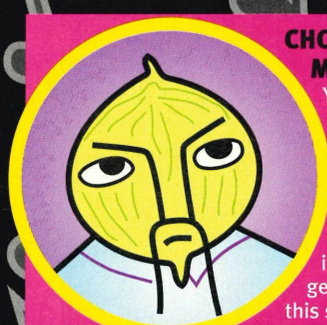






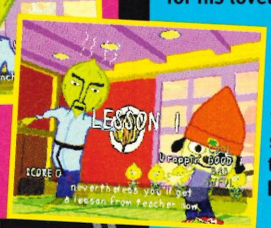
MEET CHOP CHOP MASTER ONION!

The characters in Parappa are to put it simply, cool. We have to tell you something about all of them, so here they are...



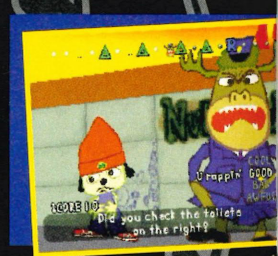
CHOP CHOP MASTER ONION

Your first level is set in the Onion master's dojo, and you're there because you want to become stronger, and Sensi Chop is the man to teach you. Because it's the first stage, the sequences never get longer than three button presses, so this shouldn't prove to be a problem.



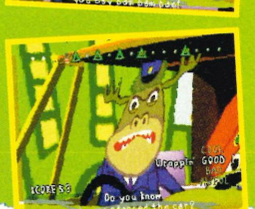
CHEAP CHEAP THE COOKING CHICKEN

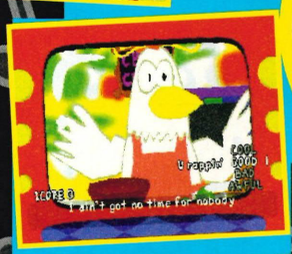
Time to bake a cake! Parappa is taking all his chums out on a picnic and wants to bake a cake for his lovely lady, so he enlists the help of Cheap Cheap the cooking chicken! Having said that, the ingredients for the cake are a little surprising. I mean, how many times have you put shrimps in a tart! Boom! Boom!

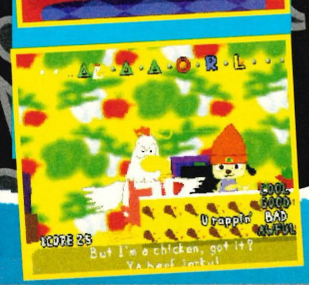


INSTRUCTOR MOOSELINI

If you want to drive, then you have to take the test and Instructor Mooselini is the one for you. Parappa needs to learn how to drive so he can take out his girlfriend, odd because she's also the driving instructor. Remember to step on the brake and practice your emergency stop and you'll pass!







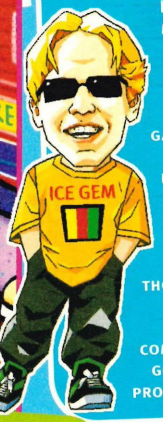
MR. PRINCE FLEASWALLOW

A rasta ragga frog bloke. And he runs a flea market stall. This down to earth reptile gives you a quick lesson in how to sell things, especially skunks and umbrellas. Lots of quick button presses are required here, but usually they are all the same key, so it isn't too bad.

BY: SONY OUT: NOW (IMPORT) PRICE: IMPORT

THE RAPPER

STEVE COMMENT



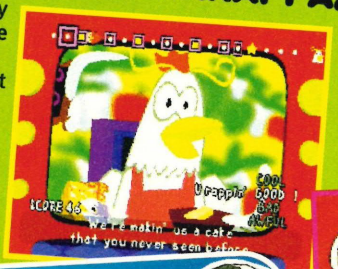
KICK! PUNCH! IT'S ALL IN THE MIND! WHAT A GAME THIS IS! IF THIS DOESN'T MAKE YOU LAUGH THE FIRST TIME YOU SEE IT, THEN NOTHING WILL! IT'S THE PERFECT TYPE OF GAME FOR PLAYING WITH YOUR MATES AFTER COMING HOME FROM THE PUB, BUT BEING AS YOU LOT PROBABLY AREN'T OLD ENOUGH TO DO THAT ANYWAY, IT'S ALL A BIT REDUNDANT! SERIOUSLY THOUGH, IT IS A GOOD LAUGH TO PLAY AND CAN BE QUITE DIFFICULT, BUT ONCE IT IS COMPLETE IS THERE ANY NEED TO GO BACK TO IT? NO, AND THAT'S PROBABLY IT'S BIGGEST PROBLEM.

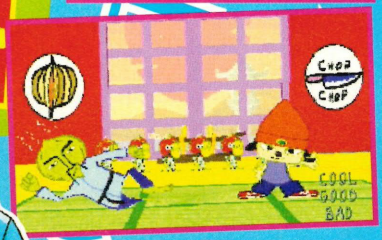
GOING SOLO, DOWN IN PARAPPA TOWN!

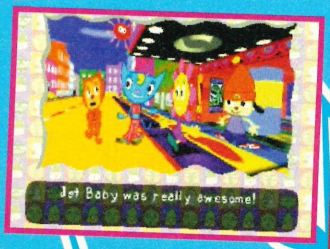
The hardest of all the ratings to reach is cool. But if you do manage to get there, then the game takes on a new dimension, freestyle rapping! If you do better than even your teacher imagined, they'll leave the screen and let you do your own thang! It's down to you then to keep on the cool rating by making up your own raps. That's where we find out if you're an Ice T or more like an Iced Gem.

SING ALONG WITH PARAPPA!

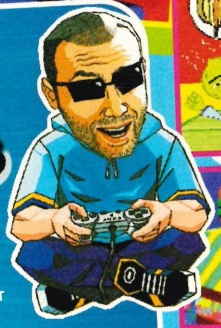
Even though this is only available in Japan at the moment, those lovable people from the Far East have included English subtitles, so you can have a bit of a karaoke with your mates if you please! If that isn't the best thing ever, then I don't know what is!







SIMON COMMENT



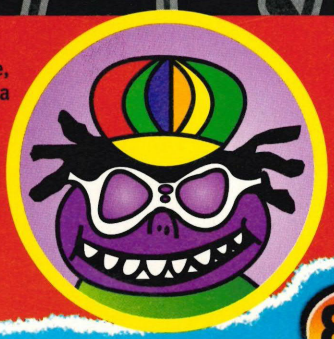
I NEED TO GO AS BAD AS YOU! YES I DO NEED TO PLAY THIS BIZARRE NOVELTY NUMBER THAT TAKES ON A SIMON SAYS RAP FEST. IF IT LOOKS ODD TO YOU FROM THE SCREEN SHOTS, JUST IMAGINE HOW IT SOUNDS. AT THE MOMENT PARARRAPA IS THE TOAST OF OUR BUILDING, COMPLETELY INTRIGUING ALMOST ALL OF US. STAFF OF EIGHT MAGS CANNOT BE WRONG, THIS IS A LOT OF FUN. HONEST!

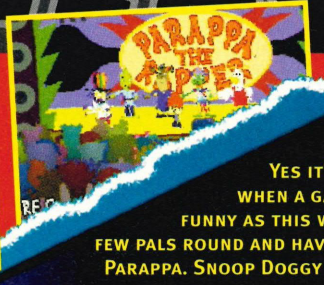
THE TOILET QUEUE

This is where it gets really hard! Having gone out on the picnic, and scoffed all the craps and needs the bog. But everyone else you've encountered so far needs to take a leak as well, and it seems there's only one toilet in the town! D'oh!

MC KING KONG MUSHI

Considering this is the final stage, it isn't that difficult at all. Parappa receives an invitation to Clubfun, and promptly rings up Sunny and makes the date. Taking her in the club, he's called up on stage and asked to do a final rap with the help of MC King Kong Mushi. What a showdown this is!





OVERALL

YES IT'S BIZARRE AND WEIRD, BUT WHEN A GAME IS AS ORIGINAL AND AS FUNNY AS THIS WHOSE COMPLAINING! GET A FEW PALS ROUND AND HAVE A TOP LAFF RAPPING WITH PARAPPA. SNOOP DOGGY DOG, EAT YOUR HEART OUT!

ALTERNATIVES

YOU'LL STRUGGLE TO FIND ANY GAMES THAT ARE VAGUELY SIMILAR TO THIS

89 SOUNDS

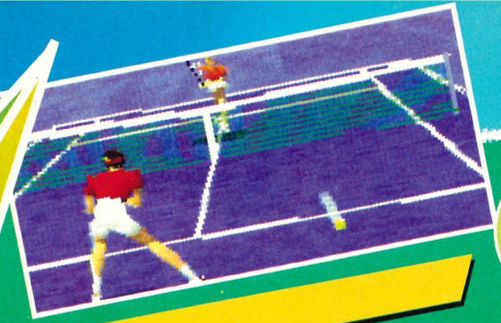
72 ANIMATION

81 GRAPHICS

88 PLAYABILITY

83

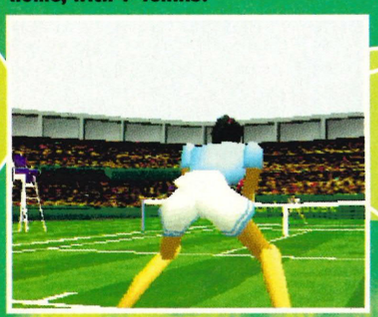
REVIEW

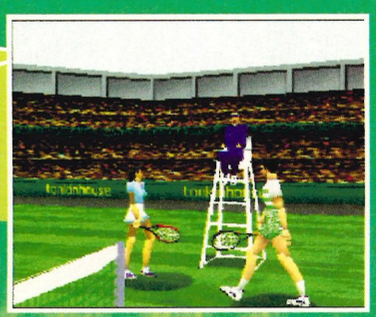


V-Tennis

Anyone for tennis? No, well suit yourself? That's alright, because I've got me a copy of Acclaim's V-Tennis, and I can play on my own! So there! I'm not bothered, honest!

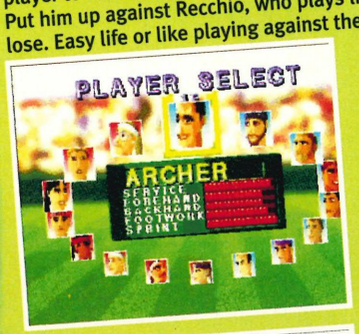
Tennis, the sport of Kings, and of people who only actually remember tennis for the fortnight when Wimbledon's on. The other fifty weeks of the year people couldn't give a damn, but come Wimbledon, everyone is grabbing their racquets and heading for the park because they've got tennis fever from seeing Becker and the rest of them on court. And as usual, after about half-an-hour, they realise that they are crap at tennis, and always will be, and so the racquet goes back into the closet. Until next year... However, help is at hand! Practice your awful skills in the privacy of your own home, with V-Tennis!





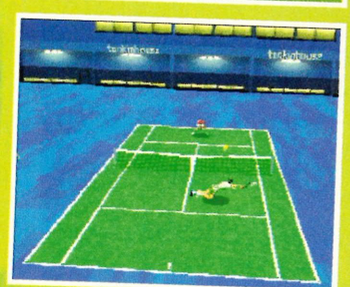
BETTER FOOTWORK THAN TRAVOLTA!

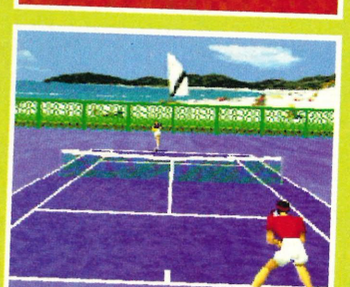
We don't need no stinkin' skill levels! V-Tennis offers you any of 16 players to choose from in your bid to capture tennis glory. They all have different stats, with service, forehand,backhand, footwork and sprint all rated to show you whether you're in control of a Wimbledon champion, or someone who would lose at ping-pong. Against themselves! For the beginner, the best player to choose is definitely Archer, who has near maximum at every stat! Put him up against Recchio, who plays like she's blindfolded, and you can't lose. Easy life or like playing against the English Davis Cup team!

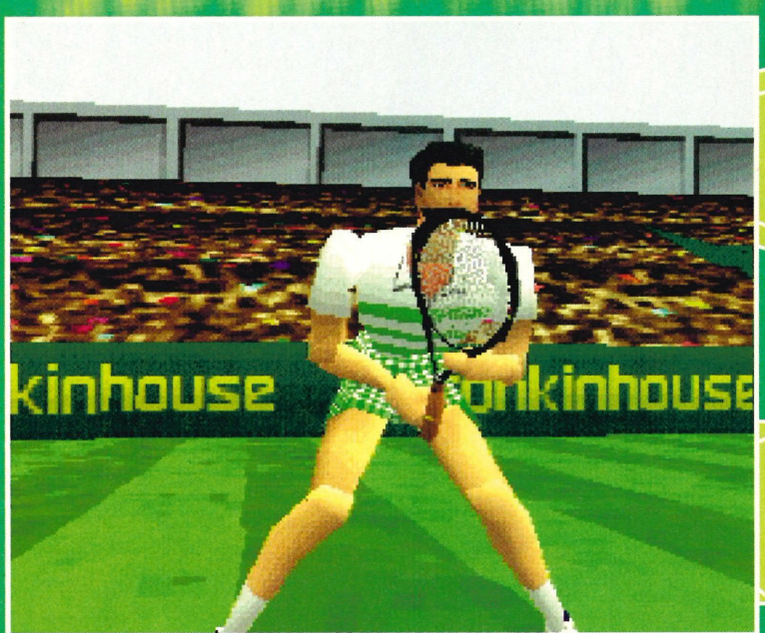


DON'T BOUNCE THOSE BALLS TOO FAST!

Don't limit yourself to just playing in the stadium! Choose from eight different courts around the world, from New York city to a beach in Fiji. You can also pick which surface you would like to play on and which will radically effect the speed and style of your game. A hard court will make the ball bounce quite high, while clay will make for a slower game. So pick your course carefully, unless you want to a get a ball hitting you somewhere very painful at 195 kilometres an hour. Choose clay and save the family jewels methinks Boris!





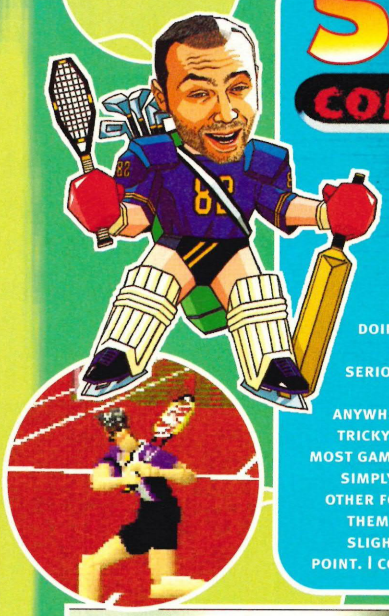


BY: ACCLAIM OUT: FEBRUARY PRICE: £44.95

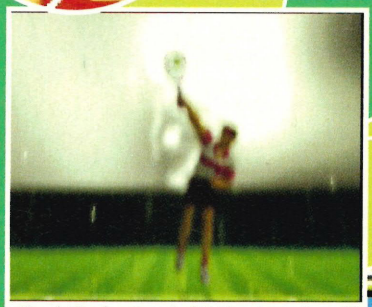
I'LL HAVE A DOUBLE!

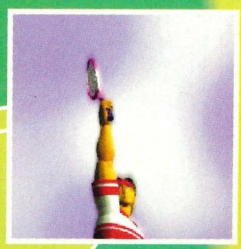
There's more to tennis than one-on-one! Get some more people on that court by playing a game of doubles and watch that ball fly! You and a friend can smack racquets with a pair of computer players, or if you are of the solo player variety – or completely mateless, then a computer player can be supplied for you as well. But choose your players well, since you don't want to end up with a partner who has all the tennis skill of a blindfolded monkey holding a racquet in his teeth! So careful!

SIMON COMMENT

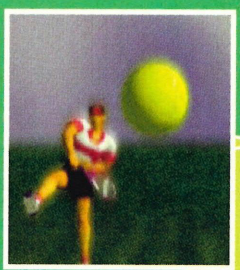


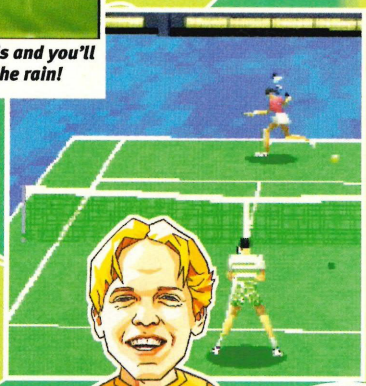
GET THIS GAME AWAY FROM ME! THIS IS THE WORST TENNIS GAME I HAVE EVER PLAYED APART FROM THE DIRE DAVIS CUP TENNIS! THE GRAPHICS ARE, FRANKLY, EMBARRASSING. THE PLAYSTATION IS CAPABLE OF DOING A LOT MORE AND DESERVES BETTER THAN THIS! THE MOST SERIOUS PROBLEM THOUGH IS THAT AIMING YOUR SHOTS TO GO ANYWHERE BUT STRAIGHT AHEAD IS A TRICKY BUSINESS. BECAUSE OF THIS, MOST GAMES END UP WITH THE PLAYERS SIMPLY SMACKING THE BALL AT EACH OTHER FOR AN ETERNITY UNTIL ONE OF THEM FINALLY MANAGES TO SEND IT SLIGHTLY DIAGONALLY AND WIN THE POINT. I COULD SAY MORE, BUT I WON'T,

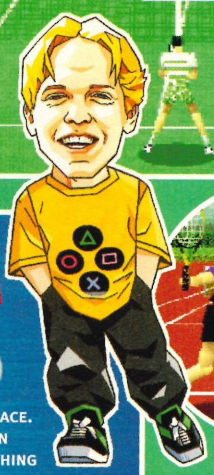




Check the front end of V-Tennis and you'll see a bloke playing tennis in the rain!





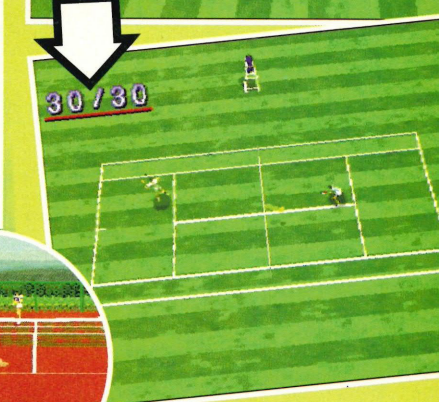


STEVE COMMENT

I DON'T KNOW WHY I HAVE A SMILE ON MY FACE. BECAUSE I DON'T FIND THIS FUNNY AT ALL. IN FACT, IT'S POSITIVELY CRAP! THE KINDEST THING I CAN THINK OF ABOUT THIS, IS THAT IT IS BETTER THAN DAVIS CUP TENNIS. BUT CONSIDERING THAT GOT 30%... IT'S VERY HARD TO JUDGE THE SHOTS, DUE TO THE VIEWS AND DODGY GRAPHICS AND OOHH IT'S PLOP! OK?

SEE IT MY WAY?

How many angles can you watch tennis from? Well V-Tennis gives you nine to start off with, which vary from a ground level view from behind the players to looking at it side-on if you like playing from left-to-right (which is the fairest way to play against a mate). If these, and all the others, aren't enough for you, then you're an ungrateful little brat, or you want to try the Edit View mode. This allows you to create almost any view you want by altering the camera position to your liking. So if you can't see what's going on, then it's your fault! Ha!



OVERALL

A TRULY AWFUL TENNIS GAME. IT PLAYS LIKE ANY BRITISH PLAYER AT WIMBLEDON – RUBBISH! – AND LOOKS EVEN WORSE. BETTER THAN BEING HIT BY A TENNIS RACQUET, BUT ONLY JUST. NEW BALLS PLEASE, QUICKLY!

42 SOUNDS

52 ANIMATION

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ALTERNATIVES

SMASH COURT TENNIS, SAMPRAS EXTREME OR BREAK POINT.

CHEATS

Christmas may be over, but we at Mean Machines PlayStation are still feeling incredibly generous. Which is why whenever we get a really good tip in that eclipses the rest of the entrants, we're going to reward them with a brand spanking new game of their choice from HMV. And a word of warning, any crappy ones should watch out for lumps of turd through their letter box. Got that?

IRON AND BLOOD

SECRET CHARACTERS

Punch in these codes on the character select screen:

Lord of Chaos: Up, Down, Up, Back, Down-Back, Triangle, X
Minion of Chaos: L1+L2+R1+R2+Up+X
Minion of Order: Back+Square, Forward+Circle
Strahd: Up, Forward-Down, Back, R1,R2,L2,L1

Get Artifact Moves
Key:
F: Forward B: Back
U: Up D: Down
T: Triangle S: Square
C: Circle X

Red Cloud: T+C, T+C
Shinesta: F,FU,D,DF,D,C
Ignatius: U+S+X
Xenobia: F,F+T
Darius: T,X
Erland: S+X, T+C
Luthor: F+C, F+S
Torgo: U+C, U+C
Urgo: F+T+C
Ardrus: F+T, F+X
Sasha: F+C, F+C
Nym Pymplee: T+C, S+X, T+C
Balthazaar: F+C, F+X
Kaurik: U,BU,B,DB,D
Balok: F+C, F+C
Stellerex: S+X, T+C

TOMB RAIDER

LEVEL SKIP AND SILLY THINGS

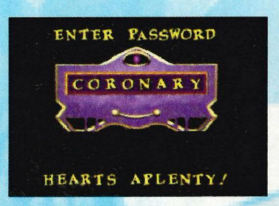
Ben Dunkley: The Return! As well as his Pandemonium stuff, he also came up trumps with a TR level select cheat. Press Select during the game and the repeat the following code THREE times. A sigh from Lara will indicate it has worked and you'll move on a stage.
L2, R2, CIR, L1, L1, TRI, R2, L2.
Also having had the weapons cheat last month, we thought you may like to know a couple more silly things that can be done in Core's classic, Tomb Raider. These aren't actual cheats, but they are novel little tweaks.
Press L1,Triangle,Square and Start to reset the game automatically
To do a handstand, while hanging on a ledge, hold R1 and press up.
Ever wanted to do a swan dive? Then hold R1 and jump forward. You can do this on solid ground as well to do a fancy dive roll.

PANDEMONIUM!

PASSWORDS GALORE

What a top game this is! And we recommend everyone out there to buy it. So that way the cheats that you're about to read will become even more useful than they already are! Ben Dunkley was first to get his Pandemonium! stuff in so he wins our Mean Tip of the month! Well done sir! All of these are to be entered on the password screen and the good news for you is that you can enter as many of them as you like in one go! Cool or what?

FDAIFKOE	Gives you all 18 levels and 7 hearts.
ANALAHOJ	Gives you all 18 levels, 3 boss levels, 5 hearts, and 31 men.
TWISTEYE	Hold L1 + L2 and move the d-pad to rotate the screen left or right.Push down to centre it again.
THE THING	Hold L2 and press CIR to cycle through odd shapes of your body. Hit X to go back to normal.
HARDBODY	Invincibility.
BODYSWAP	Press TRI to swap characters in mid-game.
OTTOFIRE	Permanent Weapon.
VITAMINS	Gives you 31 lives.
CORONARY	Gives you many extra hearts.
BORNFREE	Go to any world.
TOMMYBOY	Finish a level and play the pinball bonus round.
CASHDASH	Finish a level and play the bonus round.



STAR GLADIATOR

MORE CHEATS!

For the third month in a row Start Gladiator graces these hallowed pages, which must indicate to you that it is a pretty smart game. The Dark Mode is old hat now and the secret characters are ancient so we bring you Big Head mode – we'll, it had to be here somewhere didn't it! – and little midget characters. Cool.
For big heads, selecting your handicap in Vs. Mode and then push and hold RIGHT, START, CIR, SQU until the first round starts.
And as for the Little Characters, again select your handicap in Vs. Mode, but this time push and hold LEFT, START, CIR, SQU until round 1 starts.

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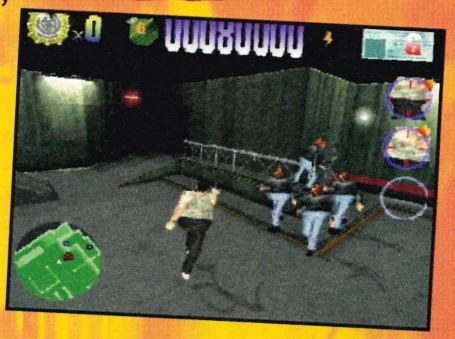
DIE HARD TRILOGY

CHEATS FEAST

Ooh my gawdfarvers! Die Hard's back with more than a vengeance this month as we go absolutely Yippie-Ky-Ai crazy! Dean Ratcliffe was first out of the blocks with his tips last month, and this issue he has come up trumps again! So, to save confusion, here are all the codes Dean has sent in, and some new ones that we managed to find out ourselves! Sorry Deano, we can't give Tip of the Month twice on the trot! Anyway to activate these, pause the game while playing, hold R2 and press any of the following:

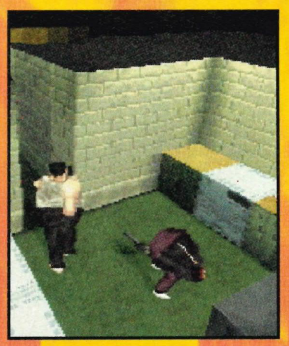


Die Hard

God mode	RIGHT, UP, DOWN, SQU
Fat mode	RIGHT, SQU, SQU, DOWN
Infinite Shotgun	RIGHT, UP, DOWN, DOWN, SQU, RIGHT
Dead Villains Float	DOWN, SQU, TRI, DOWN
Map Editor	RIGHT, UP, DOWN, SQU
50 Grenades	RIGHT, SQU, DOWN, CIRCLE
Silly Mode	DOWN, CIR, CIR, DOWN, TRI, DOWN
Speech Speed	DOWN, SQU, SQU, RIGHT
Stick Men Mode	TRI x10, RIGHT x4
Reverse Controls	RIGHT, SQU, TRI, RIGHT

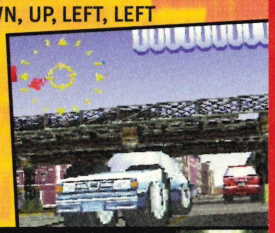
Die Hard 2: Die Harder

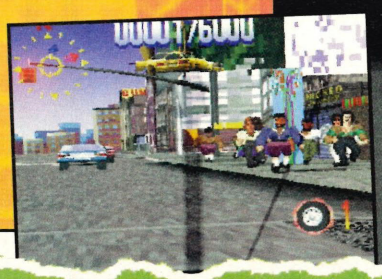
Map Editor	RIGHT, UP, DOWN, SQU
Maximum Specials	RIGHT, SQU, LEFT, CIR, TRI, DOWN
Fat Mode	LEFT, TRI, RIGHT, DOWN
Fergus Mode	CIR, DOWN, DOWN, SQU, X, SQU
Skeleton Mode	DOWN, SQU, TRI, DOWN
Invincible Mode	DOWN, TRI, RIGHT, SQU
Map Editor	RIGHT, UP, DOWN, SQU



Die Hard 3: Die Hard with a Vengeance

Fat Mode	LEFT, TRI, RIGHT, DOWN
Car Floats	RIGHT, SQU, LEFT, TRI, X, SQU, DOWN
Sky Cam	CIR, RIGHT, DOWN, SQU, TRI, LEFT
999 Turbos	CIR, CIR, SQU, SQU, DOWN, DOWN, X, X
Infinite Lives	LEFT, CIR, UP, DOWN, SQU, RIGHT
Infinite Sup Turbos	CIR, RIGHT, DOWN, SQU, TRI, LEFT
No Texture Maps	DOWN, UP, LEFT, LEFT, DOWN, UP, LEFT, LEFT, DOWN, UP, LEFT, LEFT
Fergus Mode	CIR, DOWN, DOWN, TRI, X, SQU
Slow Motion	LEFT, UP, LEFT, LEFT, SQU, DOWN
Mirror Toy	RIGHT, CIR, LEFT, LEFT, SQU, DOWN
Odd Mode	CIR, DOWN, DOWN, SQU, RIGHT
Plane Mode	LEFT, SQU, TRI, DOWN, SQU, RIGHT
Smog Mode	DOWN, SQU, TRI, RIGHT, DOWN, SQU, TRI, RIGHT
Hello Mode	RIGHT, UP, DOWN, SQU
Giant Cars	LEFT, TRI, RIGHT, DOWN
Chase Cam	DOWN, CIR, DOWN, CIR





RELOADED

PLAY AS FWANK

Another quick but cool cheat from the Tips Treasure trove that is Mean Machines PlayStation. Although we have only just reviewed Reloaded in this very issue, it's in the shops and you may well want a cheat. So here we go. To play as Fwank – from the original game – put the cursor on Mamma and tap L1, CIR, R1, DOWN, DOWN, R1, CIR, L1, L1. A red balloon flies over Sister Magpie so put your cursor on her and hey presto people, Fwank is all yours! Happy shooting!

CRASH BANDICOOT

DEBUG SCREEN

Rehan Haque and cousins sent in a rather top tip for Crash. Apparently, there is a hidden debug screen that can be called up by doing the following. At the Naughty Dog Screen, hold UP and X until the Title screen. Once there, hold LEFT and press SQUARE, CIRCLE, SQUARE, START. Start a game, and while playing, pause and press DOWN, X (x26), DOWN. If it worked, you'll hear a snort and the game will unpause. Now, every time you hit SELECT, you will see a debug menu.

LOMAX IN LEMMINGLAND

LEVEL PASSWORDS

Err, we don't want to mess with the person who sent these in, namely Andy Leeming – or should that be Lemming? The reason for this is simple. Having faxed us his cheats, the notepaper they came on was addressed...Freckleton Police! Meaning that either he or his old man is a bleeding rozzer! Boo pigs! Right, you want the tips printed before I get banged up. OK sir, here they are!

LEVEL	LIVES	PASSWORD
2	24	TRI, TRI, CIR, TRI, CIR, X, SQU, X
3	27	CIR, CIR, SQU, TRI, X, SQU, SQU, X
4	28	SQU, SQU, X, TRI, CIR, CIR, SQU, X
5	18	TRI, TRI, TRI, CIR, CIR, SQU, X, X
6	30	TRI, SQU, CIR, CIR, CIR, TRI, SQU, X
7	22	SQU, SQU, SQU, CIR, CIR, TRI, X, X
8	27	TRI, TRI, X, CIR, X, SQU, SQU, X
9	30	CIR, CIR, TRI, SQU, CIR, TRI, SQU, X
10	19	X, X, CIR, SQU, X, SQU, X, X
11	26	X, X, SQU, SQU, CIR, SQU, SQU, X
12	29	TRI, TRI, X, SQU, X, CIR, SQU, X
13	22	TRI, TRI, TRI, X, CIR, TRI, X, X
14	30	TRI, TRI, CIR, X, CIR, TRI, SQU, X
15	29	CIR, CIR, SQU, X, X, CIR, SQU, X
16	31	TRI, TRI, X, X, X, TRI, SQU, X
17	23	X, X, TRI, TRI, SQU, TRI, X, X
18	28	CIR, SQU, CIR, TRI, TRI, CIR, SQU, X
19	22	X, X, SQU, TRI, TRI, TRI, X, X
20	29	CIR, SQU, X, TRI, SQU, CIR, SQU, X
21	30	TRI, SQU, TRI, CIR, TRI, TRI, SQU, X
BONUS	29	X, X, CIR, CIR, SQU, CIR, SQU, X

CHEATS

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TOP GUN

LEVEL CODES

Errrggghhh! Pants game! One of the worst I've played since I've been here! In fact this is so bad, I can't believe anyone bought it! But someone did, and that someone is Rehan Haque and his cousins – what are they, some sort of mob? Anyway, don't think that this is anything to be proud of of Rehan, the simple fact that you bought this is enough to shame you. On with the codes. Saddo.

MIRAMAR

2	63631
3	86023
4	56141
5	79523
6	07631

KOREA

1	86023
2	89464
3	91692
4	15084
5	84103
6	08584
7	77603
8	90194
9	28103
10	41684

CUBA

1	20123
2	57131
3	70613
4	82123
5	46464
6	75623
7	39964

LIBYA

1	78692
2	91184
3	48384
4	02726
5	31984
6	94236
7	81484

TOBAL NO. 1

DIFFERENT VIEWS AND COSTUMES

Originating from the "Useless-but-fun-for-five-minutes," department, these Tobal tips are nothing to shout home about. Go to the character select screen and choose whichever character you wish. While the game is loading press and hold L2 and R2 and you'll begin playing under a different camera angle. Also, if you hold UP when selecting any of the characters, you'll be wearing a coloured variation on their original costumes. See, I told you it wasn't that great.

DESTRUCTION DERBY 2

NAME CODES

Even though the sequel is miles better than the original, this still doesn't match Psygnosis' other racing games like Wipeout and F1. But that still won't stop you from rushing out in your thousands to buy it, so here are a few little codes to keep you happy in the meantime. Again, these should be entered on the name screen.

MACSrPOO	Gives you all of the tracks
ToNyPaRk	Show you all of the FMV credits.
CREDITZ!	Shows you drawings of the developers.

CONTRA: LEGACY OF WAR

SECRET CODES

How do we do it? Another title that has only just undergone the Mean Machines reviewing treatment, but already we're straight in there with the tips. Expect to see the majority of these tips adjourning the pages of our so called competitors in the near future! Enough waffling, now on with the cheats. Enter these codes on the title screen:

Bamboo Arcade	R2, R1, RIGHT, LEFT, L1, L2
Bamboo Gyruss	L2, L1, LEFT, RIGHT, R1, R2
Weapon Select	L2, R2, L1, R1, UP, DOWN, DOWN, UP
Unlimited Continues	L2, R2, L1, R1, LEFT, RIGHT, RIGHT, LEFT
Movie Player	L2, L1, R1, R2, UP, LEFT, DOWN, RIGHT
SFX Browser	R2, R1, L1, L2, UP, RIGHT, DOWN, LEFT

MEAN TIP OF THE MONTH!

We were flooded with top tips this month, and this was the toughest issue yet in which we had to judge who the winner of the prize was. But after much deliberation, we decided to give it to Ben Dunkley – cool name, but can you get in contact with us please. Everyone else send their cheats to **DON'T TELL ANYONE, BUT I'M A TIPPING GENIUS**, MENSA Tips Department, Mean Machines PlayStation, Priory Court, 30-32 Farringdon Lane, London, EC1R 3A.

pitball

A brutal 4-player fest

"Done in the best tradition of the sport and beat 'em up genres" *PlayStation Pro*

"Splendidly brutal" *The Official PlayStation Magazine*

Out now

PlayStation

WARNER INTERACTIVE

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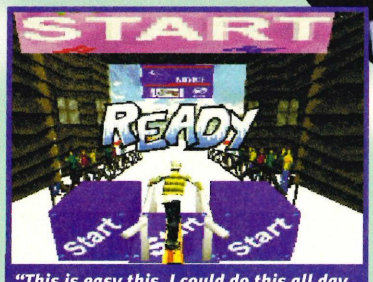
REVIEW

COOL BOARDERS

Put that sledge back in the garage! If you want some action on the slopes this winter, then get in front of the fire, grab a mug of Horlicks, and check out Cool Boarders! Schloop!

Ah yes, do you remember the joys of waking up on a cold December day, seeing the snow laying upon the ground like a cloak of finest silk (is this guy writing for the right mag?), and marvelling at the joys of nature? No, you probably remember bunking off school to slide down a big snowy hill on your arse with only a Tesco's bag to save you from some nasty friction burns. Well, now it's time to try it standing up as Cool Boarders allows you to have a go at snowboarding without getting a scratch! (Unless you fall over while you're playing it of course 'cos then you're in your front room!)

Is it a bird? Is it a plane? No it's Sonic the squirrel in a bubble jacket!



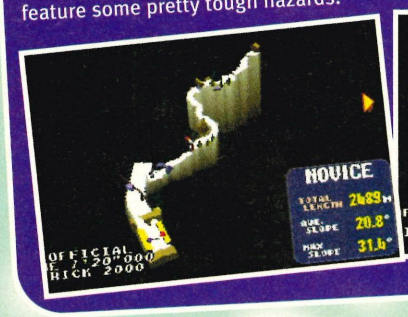
"This is easy this. I could do this all day. Douglas Bader, eat yer 'eart out!"

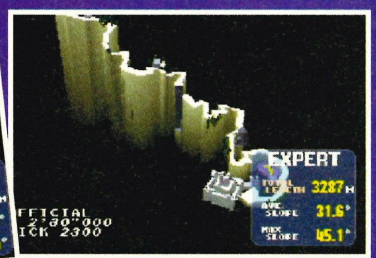
LOOKIN' COOL!

So, when you've chosen which course you fancy breaking your neck on, it's time to pick your plank. There's a choice of six boards, from the Freestyle boards – which are the best for tricks – to the dangerously swift Alpine boards which are great if you want to be fastest both down the course and first into the hospital! then it's time to choose the colour of your board, whether you want to be a boy or a girl, and of course the most important choice of all, what you're going to wear!

TAKING THE PISTE!

Cool Boarders isn't about racing other people, it's about beating records in an attempt to prove yourself snowboarder supreme! You can become a master of the slopes in two ways. Either by racing the slopes in the fastest time possible, or by pulling off the most incredible tricks on your board. Of course you could try both, but that's for the veterans 'cos the tracks feature some pretty tough hazards.



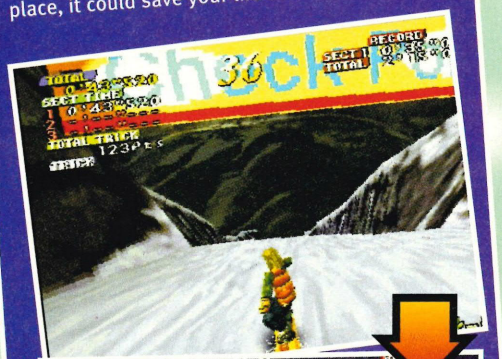


"Ooh! You can see the snow on the mountains from up here! Isn't that nice!"

BY: SONY OUT: JANUARY PRICE: £44.95

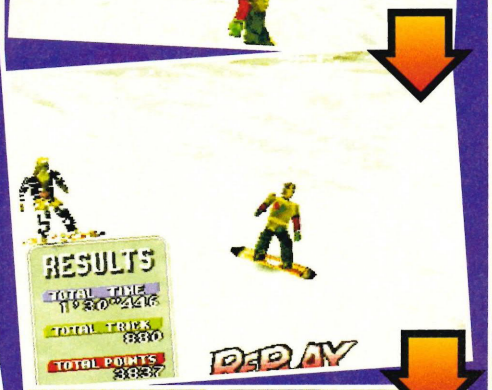
TRICKY!

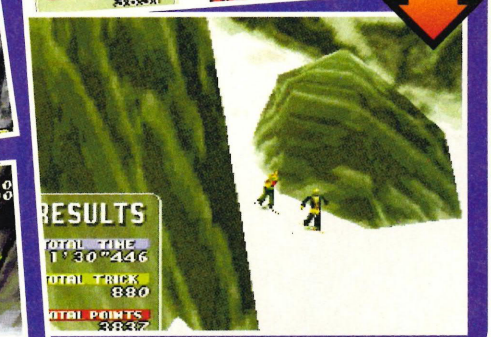
While there is much adrenalin to be rushed by going for a fast time, the true satisfaction comes from pulling off some truly mental snowboard stunts. While you can jump around as much as you like anywhere on the course, you can only score points for your alpine antics at certain jump points and ramps. By building up jump energy before you reach the edge of the ramps, and following through with various button presses, you can do a huge variety of flips, twists and board grabs. Landing properly will not only get you the big points, but with some of the clifftop jump points scattered about the place, it could save your life as well!

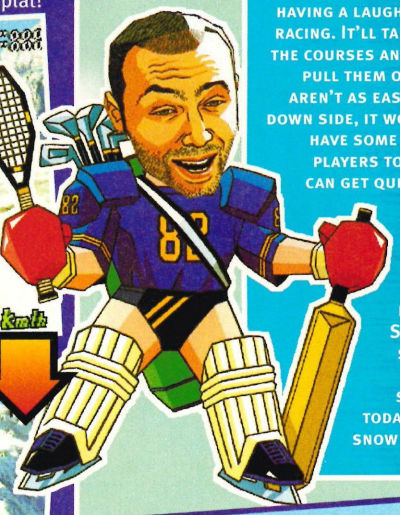


GHOST RIDER!

If you're feeling all alone on top of that mountain, then use the Ghost Mode to get some company. No, this isn't some sort of X-Files undead surfing yeti kind of thing (shame). It allows you to take on a double of yourself from a previous race, so you can try and improve your skills. Or just so you can cackle with Beadle-like glee as your ghostly twin falls off a cliff or runs straight into a rock wall! Splat!







SIMON COMMENT

This game is just a great big snow rollercoaster! I've never seen a racing game which is so much about having a laugh, rather than serious racing. It'll take you ages to master the courses and tricks until you can pull them off with ease, and they aren't as easy as you think! On the down side, it would have been nice to have some computer-controlled players to race against, since it can get quite lonely, ghost mode or not. But the one thing that really keeps this from classic status is the lack of a two-player link up. Unforgivable! Still, if you're a lonely snowboy – or girl – in need of a little apres surf, then pick this up today! You won't regret it snow surf dude er, person.

STEVE COMMENT

Cool. That's the best way of describing this. Darn cool. Full credit to Sony for even trying a game like this, and when they make it pretty good fun as well, then they deserve some applause. It runs at a good speed, has nice graphics, and's good fun to play. Let's hope that CB2 has a two-player mode!

OVERALL

A great and original race game, it might not have the depth of Formula 1 or Wipeout 2097, but it's just so much damn fun! It's a great shame about the lack of a link-up option though.

86 SOUNDS

76 ANIMATION

78 GRAPHICS

78 PLAYABILITY

86

ALTERNATIVES

Formula One and Wipeout 2097 – but they're not really the same.

REVIEW

TOBAL No.1

Do not despair readers. Your eyes are in perfect working order, and we have covered Tobal No.1 before. But that was the Import version you see and now the British version has arrived, so we're going to see if its lost anything since our last viewing. Super!

These four pages will not interest any of the people who have the privilege of owning a Japanese PlayStation or know an excellent importer. The chances are you'll have sampled the delights of Tobal there already. Everyone else, PAY ATTENTION! Squaresoft aren't as big over here as they are in the Land of the Rising Sun. The truth is, they are considered almost programming Gods over the way, because of their forthcoming epic Final Fantasy VII. This is the most eagerly awaited title since, well nothing really 'cos it's that big! Even larger than a Pamela Anderson/Fatima Whitbread lookalike contest! But while most of the team were buried nose deep in complex plots which involve a kidnapped Princess – as all RPGs do! – the rest decided to make a beat-'em-up. Just like that. And they came up with Tobal No.1 – Bosh!

KEY:

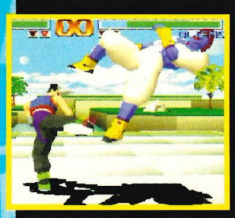
H	HIGH ATTACK	F	FORWARD
M	MIDDLE ATTACK	B	BACK
L	LOW ATTACK	J	JUMP
G	GUARD	CG	CROUCH AND GUARD
J	JUMP		
U	UP	WS	WHILE STANDING
D	DOWN	~	QUICKLY PRESS

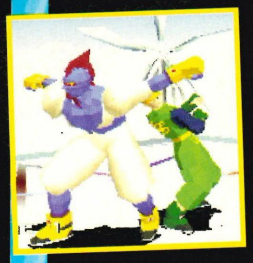
MOVING ON UP!

This is the real reason we decided to cover Tobal No.1 again, so we can give all of you lot another of our splendid guides. Here we have all the moves we could find for the standard characters and two of the boss characters Mufu and Snork. Are we good to you or what!

CHUNJI

H, H, H:	Punch, Punch, Kick.
H, H, M:	Punch x3.
H, H, L:	Punch, Punch, Sweep.
H, M, L:	Punch, Spin Kick, Sweep.
H, L:	Punch, Low Crescent.
L, L:	Low Kick, Sweep.
L, M, M:	Low Kick, Side Kick, Side Kick.
L, M, L:	Low Kick, Side Kick, Sweep.
B+H:	Spinning Backhand.
B+M:	Backflip.
B+L:	Monkey Sweep.
F+M:	Stun Palm.
F+L:	Lunging Sweep.
B, B+M:	Shower Kick.
F, F+M:	Donkey Kick.
G+H, H:	High Kick, Spinning High Kick.
G+L:	Sweep
CG+H, M, M:	High Crescent, Scissor Kick.
CG+L:	Low Crescent.
WS+M, M:	Scissor Kick.
RUN+M:	Spinning Kick.
RUN+L:	Slide.





OLIEMS

H, H, H:	Punch x3.
H, H, M:	Punch, Punch, Mid Crescent.
H, M:	Punch, Mid Crescent.
B+H~H, H, H, H, M, M:	Blur Punches x5, Palm Blow, Kick.
B+H~H, H, H, L:	Blur Punches x4, Sweep.
B+M, M, M, M:	Triple Uppercut, Hammer.
F+H:	Left Hook.
F+M, M:	Palm Blow, Rising Kick.
B, B+H:	Spinning Backhand.
B, B+M:	Beat Knuckle.
F, F+H, H, H:	Triple Spinning Backhand.
F, F+H, M, M:	Double Backhand, Power Punch.
F, F+H, M, L:	High, Middle and Low Spinning Backhand.
F, F+H, L:	High and Low Backhand.
F, F+M, M:	Uppercut, Hammer.
G+H, L:	High and Low Sweeps.
G+L:	Sweep.
CG, F+M~N repeatedly:	Headbutt, Chicken Dance Headbutt!
CG, B+M:	Jumping Fist Crush.
RUN+M:	Flying Kick.

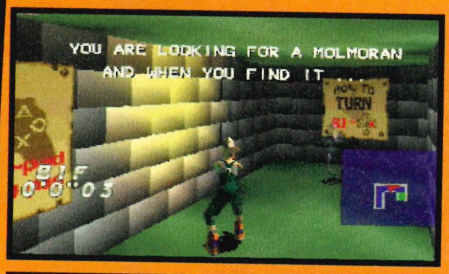
EPON

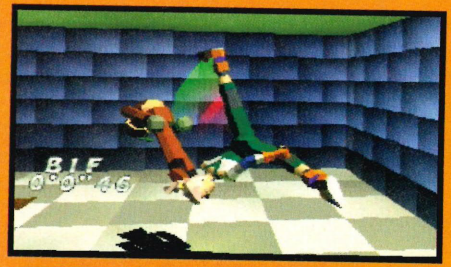
H, H, H:	Punch, Punch, Kick.
H, H, M, M:	Punch x3, Cartwheel Kick.
H, M, M:	Punch, Spinning Kick x2.
H, M, L:	Punch, Spin Kick, Sweep.
L, M, M:	Low Kick, 2 Hook Kicks.
L, M, H:	Low Kick, Hook Kick, Roundhouse.
L, M, L:	Low Kick, Hook Kick, Sweep.
B+H:	Knee.
B+M:	Flipkick.
F+H:	Flying Kick.
F+M:	Spinning Back Kick.
F+L:	Low Backhand.
B, B+H:	Jumping Roundhouse.
B, B+M:	Spinning Uppercut.
F, F+H:	Jumping Kick.
F, F+M:	Cartwheel Kick.
F, F+L, H:	Lunging Sweep, Cartwheel Kick.
G+H, M, M:	Roundhouse, Upper, Cartwheel.
G+H, M, L:	Roundhouse, Upper, Sweep.
G+H, L:	Roundhouse, Sweep.
G+L:	Sweep.
RUN+M:	Dive Kick.
B+G+M:	Reversal Armlock.

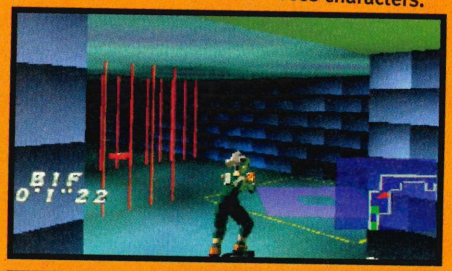
BY: SONY OUT: FEBRUARY PRICE: £44.99

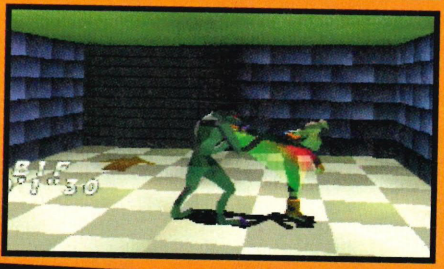
DOWN IN THE DEPTHS!

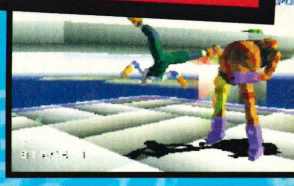
I can see the slogan for this now... "Tobal No.1: It's fighting and a role player too. All in one game!" The reason for this is down to the highly original and highly excellent Quest Mode. Taking a giant leap away from the standard punch-kick-block stuff, the quest throws you into a group of dungeons. Viewed from behind the player, you run through mazes, fighting enemies and collecting bonuses. The object of each dungeon is to reach a boss located deep down into the level and defeat him. Once completed, your reward is the chance to control one of the secret boss characters. Trust us here, it really is top!





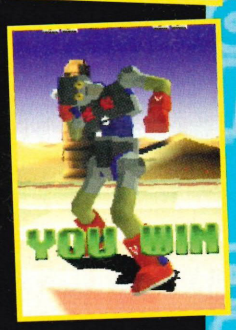




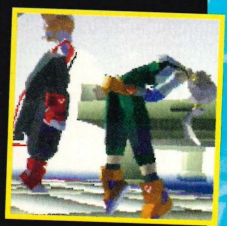


HOM

H, H, H:	Punch, Punch, Kick.
H, H, M, M:	Punch x3, Uppercut.
H, M, M:	Punch x3.
H, M, L:	Punch, Punch, Sweep.
M, H:	Axe Kick, Windup punch.
B+M, M:	Split Kick, Rising Upper.
B+M, L:	Split Kick, Low Crescent.
F+M, M, H:	Infinite Kick. Tap H, M repeatedly, but not 3 consecutive. eg: H, H, M, M... NOT H, H, H...
F+L, L:	Low Kick, Low Kick.
F+L, M:	Low Kick, Punt Kick.
F, F+H:	Spinning Punch.
G+H, M, M...:	High Crescent, Infinite Kicks (see above)
G+L:	Low Crescent.
WS+M:	Backflip.
D+G+J:	Self Termination.

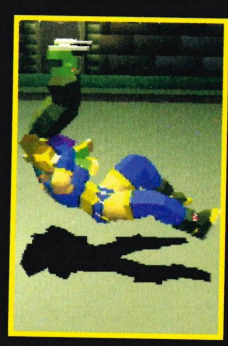


FEI

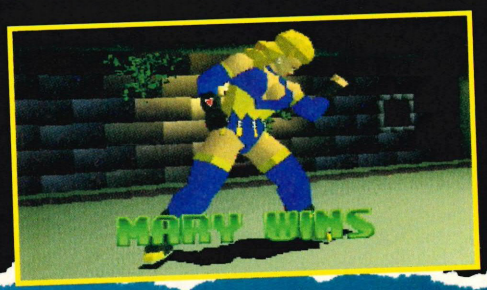


H, H, H:	Punch, Punch, Kick.
H, H, M:	Punch, Punch, Backflip.
H, M, L:	Punch, Side Kick, Sweep.
B+H, M:	Jumping Roundhouse, Punch.
B+M~M:	Crawling Upper (tap M to crawl for longer).
B+L, L:	Double Breakdance Sweep.
F+H, M, M:	Triple Backhands.
F+M:	Roll Kick.
F+L, L:	Double Low Kick.
F+L, M:	Low Kick, Spinning Low Kick.
B, B+M, L, L:	Backflip, Double Breakdance Kick.
F, F+H:	Roundhouse.
F, F+M, M, M:	Scissor Kick, Mid punch.
F, F+M, M, L:	Scissor Kick, Sweep.
F, F+L, M:	Sweep, Roll Kick.
F, F+L~M:	Roll Kick.
G+H, M~M:	Jumping Roundhouse, Crawling Upper.
G+L:	Sweep.
CG+H:	Roundhouse.
CG+L, M:	Sweep, Roll Kick.
CG, F+M:	Overhead Kick.

MARY



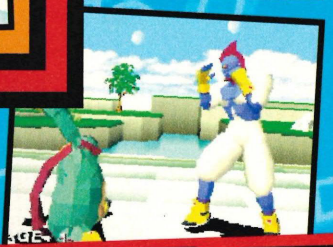
H, H, H:	Punch x3.
H, M, L:	Punch, Side Kick, Sweep.
B+H, M:	Hook Punch, Spinning Hook.
B+H, L:	Hook Punch, Low Crescent.
B+M:	Beat Knuckle.
F+M:	Knuckle Bomb.
F+L, L, L:	Ali Kicks.
F+L, M, M:	Ali Kick, Double Mid Kick.
F+L, M, H:	Ali Kick, Mid Kick, Roundhouse.
B, B+M:	Left Hook.
F, F+H:	Drop Kick.
F, F+M:	Jumping Punt Kick.
G+H:	Roundhouse.
G+L, M:	Low Crescent, Overhead Punch.
WS+M:	Gut Punch
RUN+M:	Spinning Overhead.

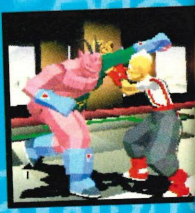


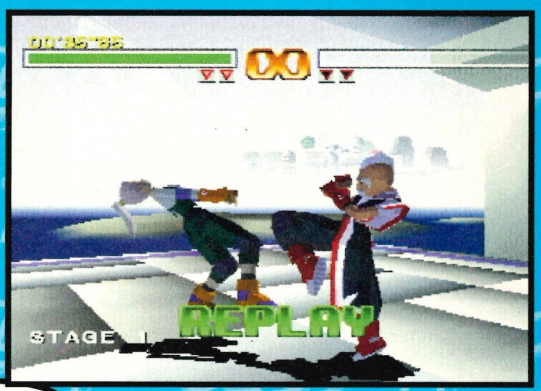
REVIEW

I SAY, SECRET BLOKE AHOY!

Initially the three secret characters are the bosses you meet in the normal game. As hinted at before, to play each of these you have to complete the dungeons with the first giving you Mufu, then a pint sized version of Snork is in the second, and the third is inhabited by Udan himself. The fourth chamber, which is the hardest, also brings with it a completely new character. It's name is Tori and it's a rat. Plain and simple. Still it gives you something else to aim for at least!



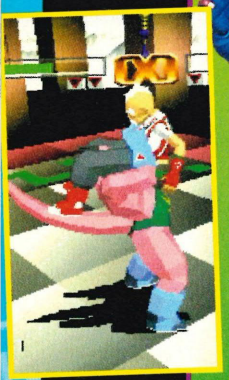


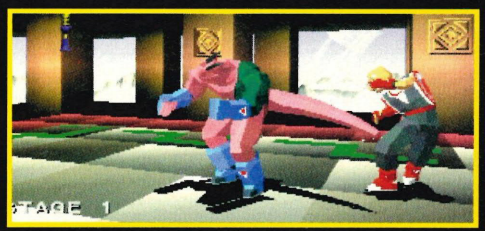


MUFU

H, H, H:	Punch x3.
M, M, M:	Kick x3.
G+L:	Low Crescent Kick.
WHILE IN FRONTAL GRAPPLE:	
F+G+M:	Jumping Piledriver.
B+G+M:	Piledriver.
B, B, F+G+M:	DDT.
B, B, B+G+M:	Backward Trip Down.
F, F, F+G+M:	Forward Trip Down.
F, F, B+G+M:	TFT.

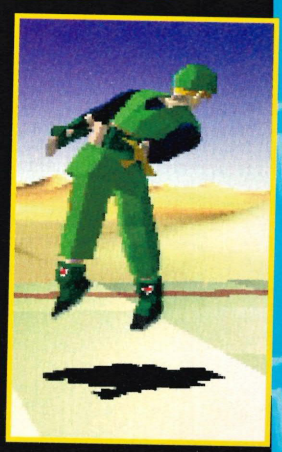
ILL



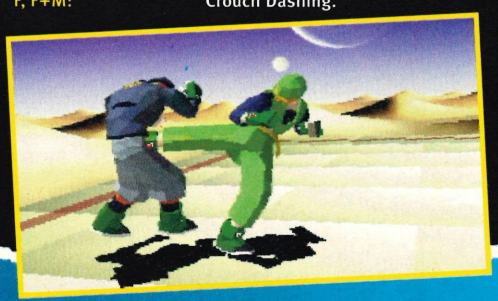


H, H, H:	Punch x3.
H, M, L:	Punch, Double Arm Punch, Kick.
H, M~H, M:	Punch, Roundhouse, Tailswipe.
H, M~H, L:	Punch, Roundhouse, Low Kick.
H, L, L, L, H:	Punch, Low Kicks x3, Punch.
H, L, H:	Punch, Low Kick, Punch.
B+H:	Tailswipe.
B+M, L:	Arm Punch, Low Kick.
B+M~H:	Roundhouse (Feint Attack).
F+M, M:	Overhead Punch, Power Punch.
F+M, L, L:	Overhead, Low Punch, then...
L, L+G~G, G, G:	Low Tailswipe, Tail Lashing x3.
WS+M, M:	Headbutt, Overhead Kick.

GREN

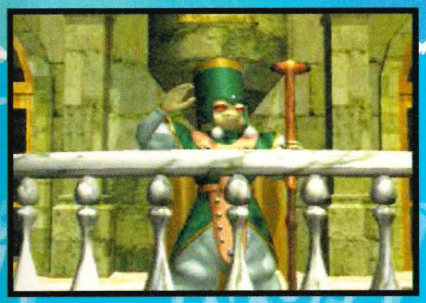


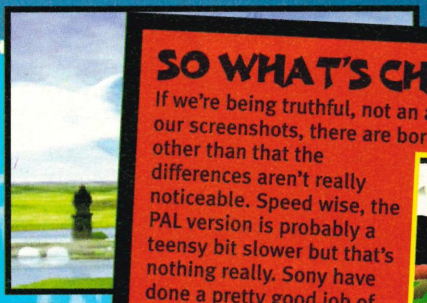
H, H, H:	Punch x3
H, H, M:	Punch, Punch, Mid Punch.
H, M, L:	Punch, Mid Punch, Sweep.
B+M, L:	Mid Jab, Sweep.
B+M~F:	Power Punch (Tap F to charge).
B+L:	Lunging Sweep.
B+L~F, M:	Crouch Dashing, Jumping Upper.
F+H:	Spinning Kick.
F+M:	Uppercut.
F+L:	Sweep.
B, B+M, M:	Crescent, Crescent.
B, B+M, L, M:	Crescent, Sweep, Shower Kick.
F, F+M:	Crouch Dashing.



SNORK

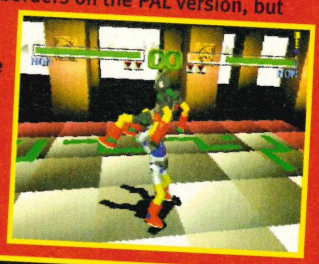
H, H:	Punch x2.
L, F+L, H, H:	Low Punch, Overhead, Spinning Overhead.
B, B+M:	Uppercut.
G+H, H, M:	Beat Knuckle, Overhead, Spinning Overhead.
G+L:	Sweep.
WS+M:	Reverse Hammer.
WHILE IN FRONTAL GRAPPLE:	
F+G+M:	Powerbomb.
B, B, F+G+M:	TFT.
B, B, B+G+M:	DDT.
F, F, F+G+M:	Trip Down.
F, F, B+G+M:	Roundhouse.
B+M:	Uppercut.
B+L:	Sweep.
F+H:	Spinning Highkick.
F+M:	Backhand Upper.
F+L:	Lunging Sweep.
B, B+H:	Spinning Highkick.
B, B+M:	Headbutt.





SO WHAT'S CHANGED THEN?

If we're being truthful, not an awful lot. As you can tell from our screenshots, there are borders on the PAL version, but other than that the differences aren't really noticeable. Speed wise, the PAL version is probably a teensy bit slower but that's nothing really. Sony have done a pretty good job of porting Tobal over without losing everything. Well done lads and lasses!

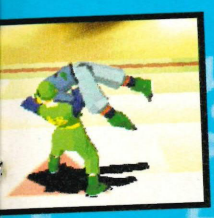


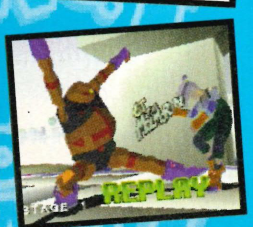
WE CAN HANDLE THIS LIKE GENTLEMEN...

Tobal throws more emphasis on the throws than most fighting games, simply because it has no fireballs or totally unrealistic moves. The throws are activated by holding Block (R2) and pressing Square. Your character will reach forward and pull the opponent into a grapple. From here it's down to you to execute the right combination of button presses to perform the throw. These do more damage than standard moves so whenever you get the chance, try to slip them in.

STEVE COMMENT

I DID THE ORIGINAL REVIEW FOR TOBAL NO.1 AND HAVING NOW SEEN THE ENGLISH VERSION, I'M PLEASED TO REPORT THAT THE DIFFERENCE BETWEEN THE TWO IS MINIMAL. OKAY, SO THERE ARE BORDERS BUT AFTER A COUPLE OF GOES, YOU FORGET THEY'RE THERE. NOW I SAID IT BEFORE AND I'LL SAY IT AGAIN, THE THING THAT IMPRESSES ME MOST ABOUT THIS GAME IS THE QUEST MODE. I FOUND IT MUCH MORE ENJOYABLE THAN THE MAIN GAME, SIMPLY BECAUSE IT IS SOMETHING A LITTLE DIFFERENT. THE MAIN GAME IS STILL GOOD AND MOVES VERY SMOOTHLY, BUT IT'S A LITTLE TOO EASY WHICH IS WHAT PREVENTS IT FROM BEING A TOP RED HOT!





SIMON COMMENT

THE IDEA WITH TOBAL WAS TO FIND A HALFWAY HOUSE BETWEEN VIRTUA FIGHTER AND TEKKEN – WELL, THEY'VE COME CLOSE. THE ANIMATION AND 3D IS SECOND TO NONE, BUT UNFORTUNATELY, IN TOURNAMENT MODE IT'S JUST TOO EASY TO COMPLETE FOR THE HARDENED FIGHTER. HOWEVER, SWITCH INTO QUEST MODE AND YOU'LL HAVE ENDLESS HOURS OF FUN. A NICE TWIST FROM THE NORM THAT MAKE TOBAL WORTH GRABBING HOLD OF!

OVERALL

A NICE ALTERNATIVE TO THE MAINSTREAM BEAT-'EM-UPS LIKE TEKKEN 2, BUT ULTIMATELY IT DOESN'T REALLY CONTAIN ENOUGH TO BETTER THEM. IT LOOKS VERY NICE AND PLAYS WELL ENOUGH THOUGH. NOT BAD AT ALL!

ALTERNATIVES
TEKKEN 2, TOSHINDEN 2, ZERO DIVIDE

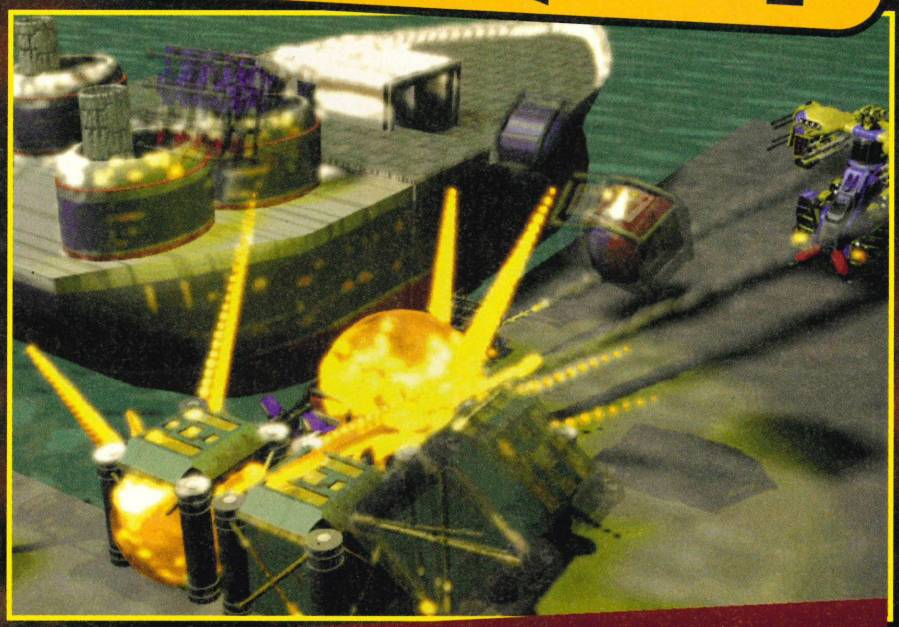
87 SOUNDS	92 ANIMATION
90 GRAPHICS	86 PLAYABILITY

87

REVIEW

BEDLAM

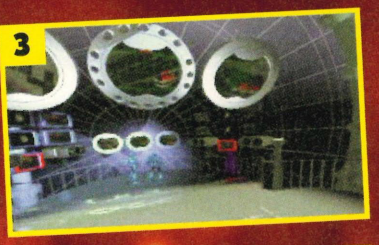
What's this? Another game with the mouse? Something must be going wrong. They'll be developing games for the link-up cable next! Yeah, and Alan Shearer's crap at football!

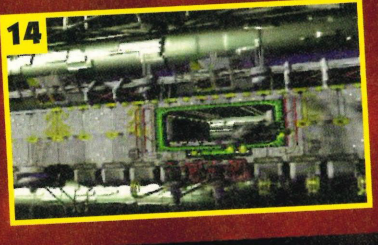


The correct definition of Bedlam: a noisy, confused situation. Or a madhouse. Hmmm, maybe we should change the name of the mag to Mean Machines Bedlam. Or change Oz's name to Bedlam, because there is definitely a madhouse inside his head! Bedlam Browne. Just think eh... Remember that kid from your class at school who was always picked last at games? The one who had the odour problem – the problem was, he had loads of them! – and who always sat at the back. He'll end up in a Bedlam, with rubber walls and a straight jacket. Come to think of it, I think I need one. Doctor, Doctor! I've gawn and lost me giblets and now I'M COMPLETELY INSANE. Bring me the poison, send me to the madhouse. Send me to the Bedlam! Errrr, gibble wobble fleuurrrr.

IT'S JUST LIKE THE MOVIES!

Just as every episode of Baywatch features loads of cleav... er, water shots and Match of the Day has Alan Hansen moaning about defending all of the time, PlayStation titles these days all have one thing in common. Rendered Intros. Even bloody tennis games have them. So it came as no surprise to us that Bedlam has one. But what was a shock is that it is actually quite good. Honest mate, have a look...

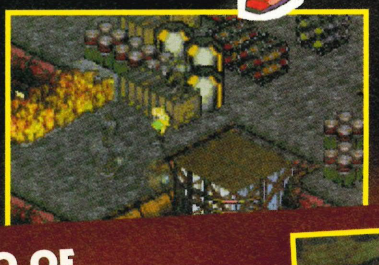




BY: GT INTERACTIVE OUT: FEBRUARY PRICE: £44.99

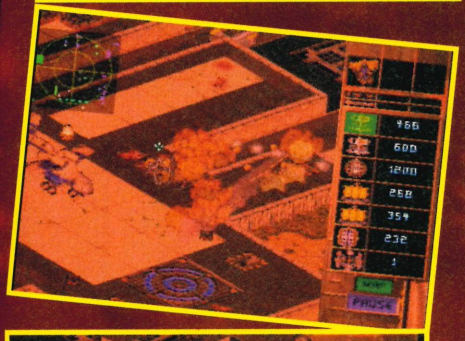
HERE COMES THE HOTSTEPPER!

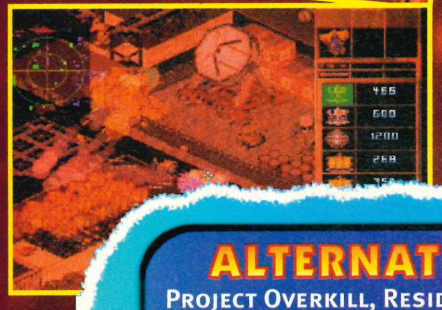
If you're in need of destroying something rather quickly then I'd recommend selecting the Hades bomb to give you more help than a Samaritan's roadshow. In short, it's a smart bomb, but with devastating effect! Once dropped, a small red block will appear and this is your signal to move away quickly, 'cos in a few seconds, there's gonna be nothing but burning rubble, including you if you dawdle about. So watch it!



STARS IN THEIR EYES?

The team behind the power-ups must have been playing Mario the day they invented this one. The Berserker power-up, strangely star shaped, will grant the recipient the powers of a man who's just eaten a whole box of Weetabix for his brekkie. You'll become invincible and have an unlimited supply of rockets while it's in effect. Oh, and the screen will turn red. Comprendé?





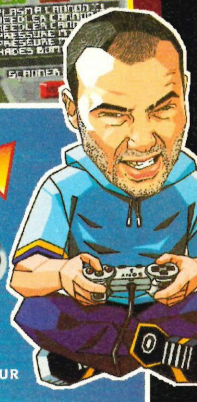
I'LL HAVE TWO OF THOSE, ONE OF THOSE...

The ability to customise your ship as you please is one of the good things about Bedlam. Before you start the first stage, you're presented with a screen indicating all of the available weapons you have, and where they are situated about your person. You can then allocate the ones which are most suited to you – very large powerful guns that spray lots of death – or choose any number of predetermined setups, as chosen by the computer. Now let's get ready to rumble, er... homeboy!

STEVE COMMENT

I WAS ACTUALLY QUITE LOOKING FORWARD TO THIS, BUT RATHER UNFORTUNATELY, IT'S TURNED OUT TO BE DUMP. FOR A KICK-OFF THE GRAPHICS LOOK MORE AT HOME ON A MEGADRIVE OR A SNES. THEY LOOK GRAINY, ALMOST PIXELLY, AND IT BECOMES VERY DIFFICULT TO TELL WHAT IS GOING ON AT TIMES. THAT SAID IT DOES PLAY ALRIGHT, IF ONLY BY THE VIRTUE OF THE FACT THAT YOU CAN BLOW EVERYTHING UP AND WATCH IT EXPLODE. SOME OF THE PUZZLES ARE RATHER PERPLEXING AND YOU'LL PROBABLY FIND YOURSELF WANDERING AROUND FOR AGES WITHOUT ANYTHING HAPPENING. OVERALL THOUGH, I GAINED FAR MORE LONG TERM SATISFACTION AND ENJOYMENT FROM KONAMI'S PROJECT OVERKILL BLASTER. ENOUGH SAID!

SIMON COMMENT



BEDLAM AIN'T THE GRAPHICAL PACKET OF PASTELS WE'RE GETTING USED TO SEEING ON THE PLAYSTATION, BUT THAT SAID IT DOESN'T PLAY TOO BADLY. I AGREE WITH OUR STEVE THAT IT GETS A LITTLE SAMEY AND DULL AFTER YOU'VE ROMPED THROUGH THREE OR FOUR LEVELS. BUT IF BLOWING PRACTICALLY EVERYTHING UP IS YOUR CUP OF TEA THEN BEDLAM COULD KEEP YOU OCCUPIED FOR QUITE A WHILE.

OVERALL

IT'S ATTEMPTED TO BE DIFFERENT, BUT DUE TO DODGY GRAPHICS, THE GAME LOSES ANY APPEAL IT COULD HAVE HAD. INITIALLY IT SEEMS FINE, BUT GET A LITTLE FURTHER INTO IT AND THE BOREDOM SOON CREEPS IN.

ALTERNATIVES
PROJECT OVERKILL, RESIDENT EVIL AND FADE TO BLACK.

67 SOUNDS
68 ANIMATION
63 GRAPHICS
76 PLAYABILITY

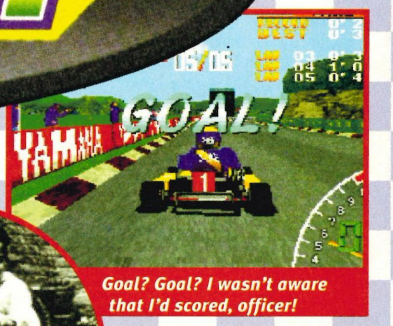
64

REVIEW

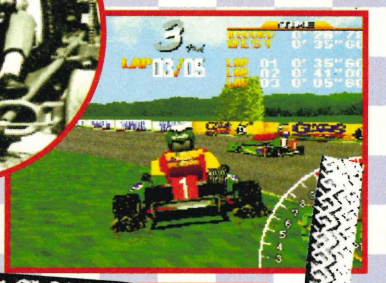
Ayrton Senna Kart Duel

Race! We must race! Give us many things to race in, give us Formula 1 cars, anti-gravity racing ships, and go-karts! Yes! Go-go karts! Er, brum-brum!

What can I say about go-carting? By which I don't mean taking an old wooden crate, nailing it to some pram wheels and pushing yourself off Broken Neck Hill down at the park. No, I am referring to that old and respected sport of motorised go-carting, whereby otherwise sane individuals decide to travel at high speeds with their backsides two inches from the tarmac.Something that usually appeals to the kind of people who do bungee-jumps before breakfast and skydiving at lunchtime. It's lucky then, that I'm reviewing Ayrton Senna Kart Duel, because I don't think my stomach could handle Virtual Bungee!



Goal? Goal? I wasn't aware that I'd scored, officer!



KEEP YOUR EYES ON THE ROAD!

What racing game would be complete without its various viewpoint options? None of them, that's what! Kart Duel is no exception, offering four different ones plus a rear view to boot. The in-cart view gives you the greatest feeling of speed, but makes it harder to judge your powerslides. The other three are external views which differ very slightly, for instance slightly above and behind your cart, which allows you to see further ahead than the standard external view. The rear view allows you to see who's on your tail, but isn't a great deal of use, since it can only see a very short distance behind you before blanking out. I need no rear view mirror anyway! For I drive like the wind!

Oh no! Bits of carts are after me!

Here's the strapped to the bonnet view!

This exterior view is the best of the five...

...but this one's an inch or two higher...

...and yet another. Spot the difference!

CRASH BANDI-KART!

Unlike a lot of other racing games, in Kart Duel you can't just go tearing round the track, thumb glued to the accelerator, shouting "I can do this without braking once! I can!" Well, you can try, but you'll crash. To become a kart master, you'll have to learn how to powerslide in a go-kart style-e! Basically this involves tearing round a corner as fast you can, tapping the brake and going into a controlled skid and then counter-steering at just the right moment to avoid being smeared all over the crash barriers. Difficult to pull off every time, but satisfying when – and if – you do!

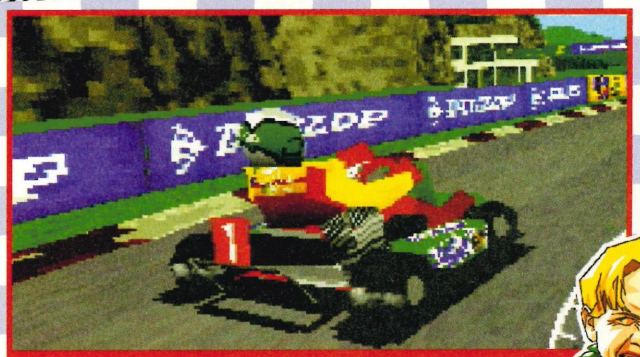
BY: PHILIPS MEDIA OUT: DECEMBER PRICE: £44.95

DON'T MAKE ANY SKIDMARKS!

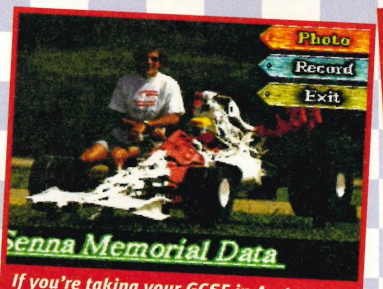
Getting out on the track isn't as simple as hitting a button and sitting back. There's a lot to do before you can hit the tarmac and do some serious racing, and the wrong decision could cost you plenty, so pay attention. First, choose how many laps you want to race, then the cart you want – you can even change its colour! – before choosing your tyres. These need to be right for the weather, since using normal tyres in the rain will cause you to have about as much grip as a man with no thumbs!

KART CATCH ME!

There are three ways to race in this game. Versus is the link-up mode, where you race one-on-one with a mate on any track. TT lets you try and beat the clock and also practice your driving and choosing Race mode pits you against 11 others drivers in a race – would you believe – through all nine tracks to find out which one is King Kart Duel! First there's a qualifying round to set your starting position and once that's been decided, whether you have the racing skills of Michael Schumacher or Mr Bean, the race is on!



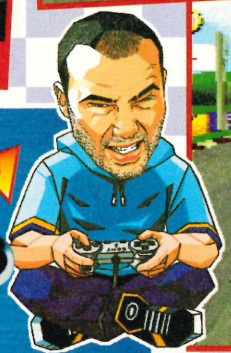
Colour coordination is necessary when dressing for your cart capers. Unfortunately, this bloke has none. Could you tell!



If you're taking your GCSE in Ayrton Senna, then this is the place for you.

STEVE COMMENT

LAR, THE GRAPHICS ARE SHODDY, THE REARVIEW IS HILARIOUSLY BAD, AND WHILE THE LINK-UP OPTION MAY BE A BIT OF A LAUGH, IT'S A VERY SHORT CHUCKLE INDEED. IT'S TOO FRUSTRATING FOR YOUNGER GAMERS, AND OLDER ONES WILL SIMPLY SCREAM "GIVE ME BACK MY F1!" BEFORE RUNNING SCREAMING OUT OF THE ROOM. ONE CD THAT WOULD HAVE MORE USE AS A FRISBEE, METHINKS.



SIMON COMMENT

FIRST OFF AS ISN'T TOTAL RUBBISH, BUT PROBABLY WOULD HAVE BEEN TOTALLY TUBBED IF IT WASN'T FOR THE LINK-UP MODE, WHICH IS ACTUALLY QUITE GOOD FUN... FOR A BIT. TROUBLE IS, HOW MANY OF YOU OUT THERE IN GAMESVILLE OWN A LINK-UP CABLE? EXACTLY. IF I WERE YOU I'D STICK TO WIPEOUT OR WAIT FOR RAGE RACER.

OVERALL

A TRULY AVERAGE RACE GAME THAT REQUIRES A LOT OF PATIENCE FOR A LITTLE FUN. THIS REALLY ISN'T UP TO THE STANDARDS THAT ARE BEING SET BY GAMES LIKE F1 AND WIPEOUT. IT'S A SHAME 'COS IT COULD HAVE BEEN OKAY!

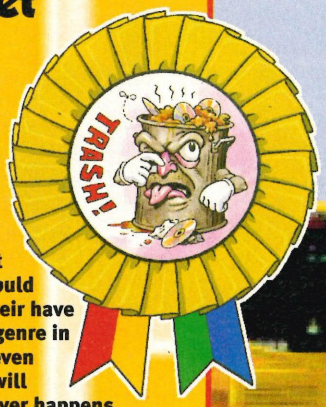
ALTERNATIVES
WIPEOUT 2097, F1 OR RIDGE RACER REVOLUTION.

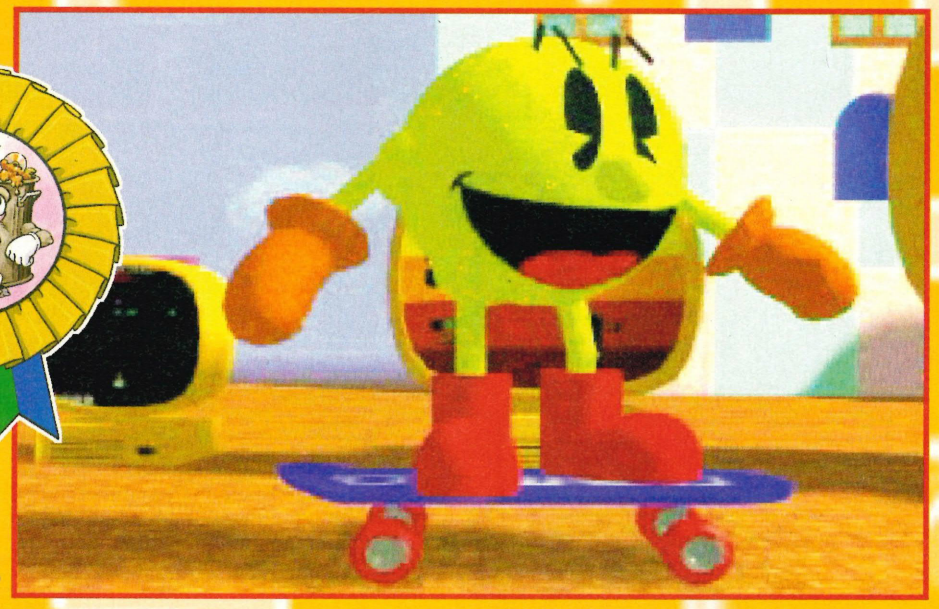
52 SOUNDS
53 ANIMATION
68 GRAPHICS
50 PLAYABILITY

52

NAMCO MUSEUM VOL. 3

Being the 'young' PlayStation mag and into all things bright and flash that the PSX can do, we don't give a flink for tired old games. So, meet Bernard Anorak – our resident prat and retro retard...





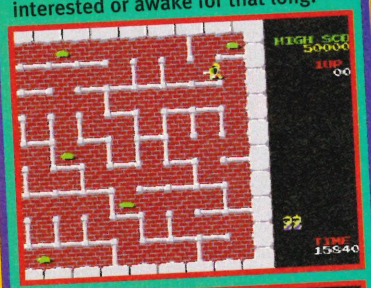
Let's get one thing straight. We don't hate old games. We know that without them then games as we know them would not exist er, Jim. We also know that their have been numerous classics for each and every genre in just about every technology leap, and that even the PlayStation, when technology says so, will become a retrohead's machine. But whatsoever happens in the cyber techno VR future, at least when the PSX becomes dated you'll have more than one colour on-screen and the flinkin' pixels'll move faster than one frame an hour! Enough said, now eyes right and meet Bernard, he's a total nib-nob!

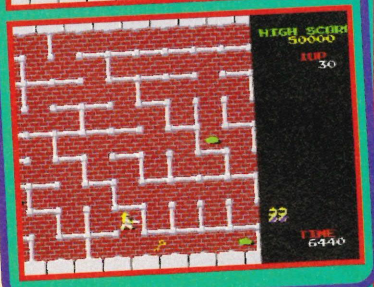
SIX OF BERNARD'S BEST?

"You've browsed around the wonders of my museum, my homage to all that is retro and gaming. Now let us embark on a pilgrimage of play, as we swing into the games fast-lane. Ahem, excuse me Mean Machines PlayStation, no chewing in the auditorium per-lease, especially when you are supposed to be reviewing these class titles!"

THE TOWER OF DRUAGO

You control this little knight fellow who's made up of about ten – count 'em – pixels. The basic – and I mean BASIC – idea is to amble around different mazes within a 2D dungeon, in search of treasure and keys that unlock the door to the next level. Oh yeah, you get chased around by green lumps and an assortment of other poorly drawn D&D characters, if you can stay interested or awake for that long.

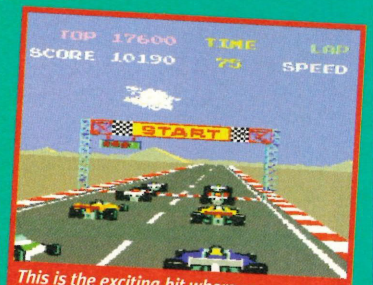




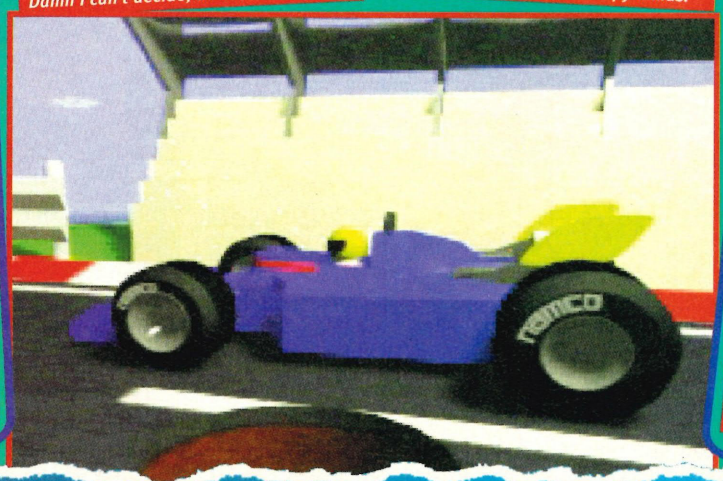
POLE POSITION II

This was a classic several moons back. Indeed my local kebab house stocked one specially for those late night revellers who fancied the dual experience of spiced er, something and racing. Anyway, take four tracks and cars that have dodgy handling and acceleration, and you've got PPII.

What shall I get. Pole Position II or F1? Damn I can't decide, better ask Murray!

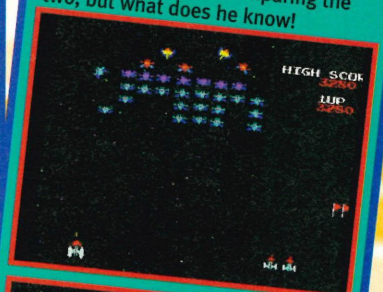


This is the exciting bit where you race away from the grid and head for the pyramids.



GALAXIAN

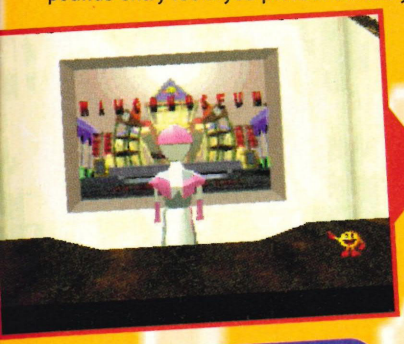
I remember this one in 'coffee table' form in our local pub. Obviously I was far too young to do anything, but peer over the top of the beer-stained cab with me Coke – as in Coca-Cola – in hand! The basic premise of the 'G-ster is to clear the sheets of aliens that bob around on-screen before descending on you – it's like Space Invaders with nobs on really. Bernard'll kill us for comparing the two, but what does he know!



BY: SONY OUT: JANUARY PRICE: £44.99

I'M BERNARD ANORAK... JOIN ME IN MY QUEST FOR ARCADE NOSTALGIA! WAGONS ROLL!

Please adopt twatty, nerd voice for the following rant: "Hello, Bernard Anorak here. I am a man who has spent his entire existence in pursuit of old defunked gaming systems and arcade cabs – jargon. Ooh, you wouldn't believe some of the classics I have rescued from an otherwise futile existence. No longer will their screens be silent because I have converted a former greasy spoon cafe into a home, neigh a pantheon to VIDEOGAMES. Welcome to my shrine... er, that'll be five pounds entry fee if you please. Unless you're a member of A.A. – Anoraks Anonymous. Walk this way if you per-lease."



SIMON COMMENT

WHAT'S IT GOING TO BE? HMM, SHALL I WAIT FOR SOUL BLADE, HANG ON FOR RAGE RACER OR GO GET THAT COPY OF NAMCO MUSEUM VOLUME 3. WHAT A DILEMMA! THIS IS PRETTY CHRONIC STUFF REALLY AND NOT AT ALL WORTH BOTHERING WITH UNLESS YOU'RE SOME SAD OLD GIT WHO SITS IN THE DARK REMINISCING ABOUT HOW GOOD THE COUNTRY WAS TEN YEARS GO AND HOW BRILLIANT THESE GAMES ARE – MORE LIKE CAN'T KEEP UP WITH THE PACE OF THE MODERN GAMING EXPERIENCE! IF YOU'RE INTO SHOWING OFF THE PURE POWER OF THE PLAYSTATION THEN THIS IS THE GAME FOR YOU – MY CHUBBY BACKSIDE IS IT. MORE LIKE IF YOU'RE INTO TARNISHING YOUR PLAYSTATION'S GOOD REPUTION. ANYWAY, BERNARD ANORAK GET OUTTA HERE NOW!

MS. PACMAN

Not at all like PacMan this one, oh no. Yep, she's got a bow in her hair and er, PacMan, being a chap doesn't. No, in all seriousness, the main difference is the floating power-ups that move around the mazes that PacGirl has to negotiate.

"I'm the PacMan! I can go North and I can go South!" – old hip-hop choon!

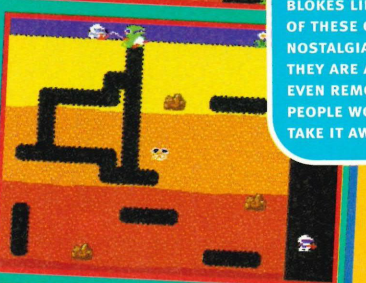
PHOZON

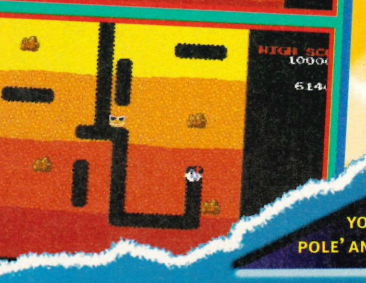
This one perhaps slipped by the attention of even the retro-heads which is no surprise because it's absolutely bizarre! You star as a kind of atom thingy. Your task – if you can keep conscious through it – is to replicate the shape displayed in the centre of the screen while dodging the bubble type spheres. Odd and pretty dull. Yawn!

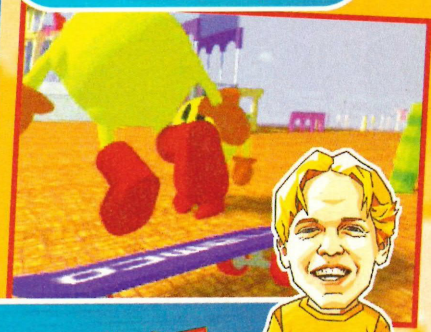
Look at all the funny little symbols. Is this a game or a chemistry lesson?

DIG DUG

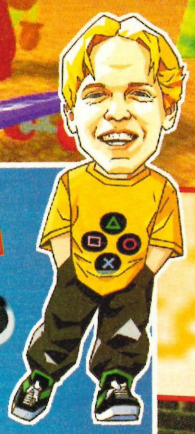
Our esteemed Managing Editor, Steve 'Grown Up' Merrett, assures us that Dig Dug was his fave coin-op at Chichester swimming pools – well, it kept him safe from the chlorine! Anyway, Dig Dug stars this little pixely chap who has to burrow through mazes killing dragons and pooyahs – yes, pooyahs – by basically ensnaring them and then inflating them until they explode. This could well have offended groups like the RSPCA, but you get points, so they weren't mithered.







STEVE COMMENT



BECAUSE I'M NOT ONE OF THESE OLD BLOKES LIKE SI, I DON'T REMEMBER ANY OF THESE GAMES. AND HENCE I FEEL NO NOSTALGIA TOWARDS THEM AND THINK THEY ARE A PILE OF DOG CHUNDER! NOTHING IN HERE IS EVEN REMOTELY WORTH PLAYING AND I CAN'T THINK WHY PEOPLE WOULD WANT TO BUY IT. PLEASE SOMEONE, TAKE IT AWAY BEFORE I GO INSANE. AAAAAAHHHHH!

OVERALL

IF YOU WANT TO SPEND YOUR TIME WRAPPED WITH NOSTALGIA AND NOT ALOT ELSE, THIS COULD BE THE GAME FOR YOU. BUT IF YOU'RE INTO LIFE IN THE 90S, THEN THE WORDS 'BARGE POLE' AND 'DON'T TOUCH' IMMEDIATELY SPRING TO MIND.

ALTERNATIVES

NAMCO MUSEUMS VOL. 1 AND ER, VOL. 2 AND WILLIAMS ARCADE CLASSICS.

30 SOUNDS

34 ANIMATION

30 GRAPHICS

30 PLAYABILITY

30

REVIEW

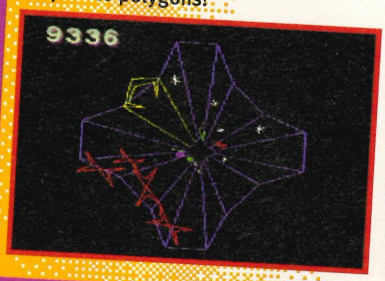
TEMPEST X3

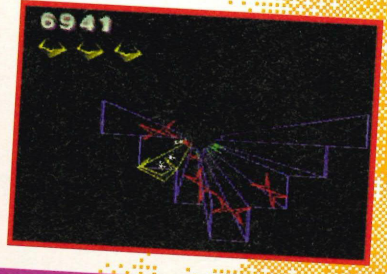
Tempest! Is it a play by William Shakespeare, or a mental retro shoot-'em-up with more action than Casanova's pants? Well, they both are, but only one has crazy electric death and no men in tights!

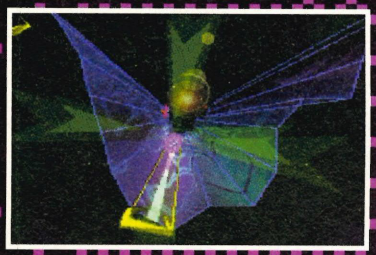
Step back in time! A long time ago, in an arcade far, far away, there was a game called Tempest. It was full of mental blasting action and made many people happy. But then other, better looking games, came along and Tempest was consigned to a place in the Classic Games Retirement Home, and many people thought his career was over. After a few years, Tempest decided to make a comeback, and so he's had a bit of a 'This Morning' style makeover, and come to visit on the PlayStation. So come on, welcome Tempest X3 into your living room, and see how much he's changed!

GETTING BACK TO MY ROOTS...

The third game mode is a little history lesson of what games used to be like before the gorgeous 3D stuff you see today. It's the original version Tempest, and subsequently has no power-ups, no Warp Mode, and the graphics will make you cry, but it's a good training ground for new players, since it's a much simpler game. Also, when you get back to the Tempest X mode, you'll really appreciate those sparkly lighting effects, as well as hugging your copy of Tekken2 and praising how much better graphics have got in the last few years. Maximum respect to polygons!

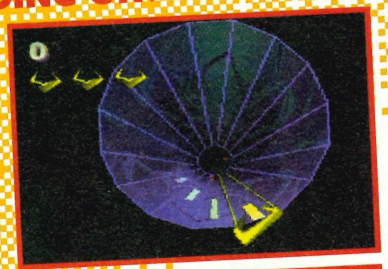


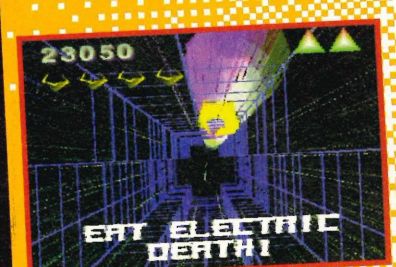


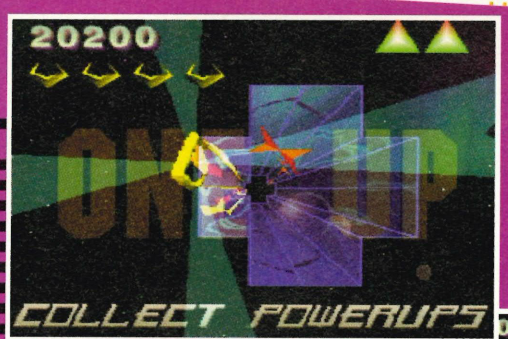


WHAT ON EARTH IS GOING ON?

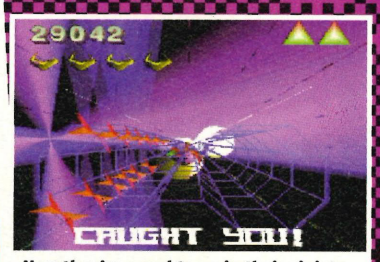
For those of you who've never seen Tempest before, and who are looking at these screenshots saying "what the hell's going on?" here's a little explanation of this shooting phenomenon. You're a little yellow claw – no really – and you spin round the edges of levels called 'webs' shooting the various aliens as they try to climb up the web towards you – do game designers have serious mental problems or what? Basically you've got to kill all the aliens to get onto the next level, duh! as well as picking up power-ups to make your little claw very deadly indeed. You've also got a smart bomb called a Super Zapper, which will wipe out all the enemies and give you a couple of seconds breathing space. Sounds simple doesn't it?







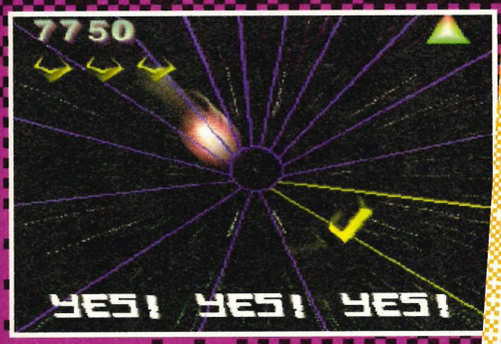
Experience the power of the Jimi Hendrix Purple Haze death ray. Zap!

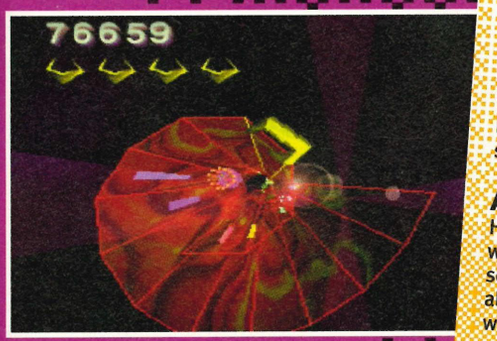


Now they've caught you in their sinister web you're absolutely beggered!

Clear a level and you'll rush forward to face the next batch of prehistory sprites!

BY: INTERPLAY OUT: JANUARY PRICE: £25.99



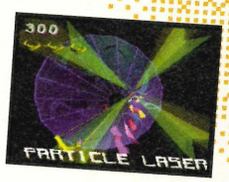


POWER ME UP!

Where would a shoot-'em-up be without power-ups? Probably at the bottom of the bargain bin in your local shop, that's where. Tempest X offers you a selection of quality pick ups which will make it all the easier to send your enemies to silicon heaven. Power up!

PARTICLE LASER

This will change that sad, puny laser beam of yours into something to be proud of, as well as giving you a lot of pretty colours to look at!



JUMP

Once the aliens reach your edge of the web, then your movement will be severely restricted. Even the odds with the jump pick-up, which allows you to leap off the web and land on the other side of the web. Can't catch me!

AI DROID

Help is at hand with this big cube, who will tag along with you and give you some extra firepower to keep those aliens off your back. Also available with a particle laser. How thoughtful!

WARP TRIANGLES

Pick up three of these at any point in the game and you go to a trippy bonus stage where you have to fly through hoops to get bonus points. It's dead easy at first, but it soon speeds up, and miss one hoop and you're out of there!

MATT COMMENT

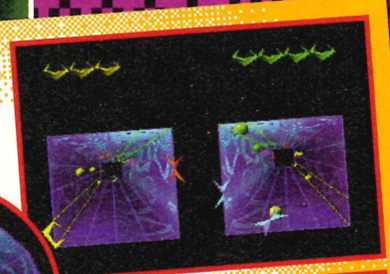
Okay, I know it doesn't look great, but this is one of the best shoot-'em-ups around at the moment! It's easy to get into, but gets frantic very, very quickly and will have your hands glued to the joypad for days! The top tunes and strange lighting effects give it a very spaced-out feeling that keeps your attention throughout. Basically, Tempest X3 is the first update of an old game on the PlayStation which actually adds something to the original. Be warned though, it's quite hard, and you should try before you buy, but at this price, it's a game you shouldn't ignore.

STEVE COMMENT

More retro rubbish. Games from the days of old aren't really my thing, and this is no exception. While I can see its appeal, namely the playability, it seems too repetitive to be any good. If this was the gorgeous girl, and I was the ugly bloke, I'd have to say "Sorry love, you're just not my type!" Oh well!

SIR, I CHALLENGE YOU TO A DUEL!

If you're the kind of weirdo who wants their games even harder, then try Tempest Duel, where you can take on a human opponent, as well as the usual crew of enemies. You both have a web each, and have to beat the other player by surviving the longest. This is done both by keeping yourself alive, and making things tough for your opponent by pushing the monster generator onto his web, which creates aliens right in front of them! You sneaky claw you, you'd do anything for victory!



OVERALL

The graphics may be lousy, but top blasting action lies in wait for anyone who likes the taste of nostalgia running through their games. Graphically dull, but full of gameplay!

85 SOUNDS

68 ANIMATION

84 GRAPHICS

85 PLAYABILITY

83

ALTERNATIVES

There aren't any! Unless you include all Rero games.

REVIEW

RE-LOADED

Bang! Splat! Boom! Squelch! These, and many other noises of mass destruction have been heard around the office this month. Is it Simon and Steve fighting over who'll get the last Roll? No! It's Reloaded!

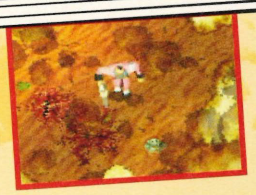
Tip the season to play sequels, tra-la-la-la-la, bang-bang-bang-bang! I've got a serious case of deja vu coming on, what with all the follow ups to the games of the last year coming out. We've had Tycoon 2, Wipeout 2097, Destruction Derby 2... and now Reloaded is here! If I didn't know better, I'd think that it was just like a year ago, only with better graphics! Anyway, they wouldn't make them again if they weren't any good to begin with, would they? And they certainly wouldn't do it f they weren't going to make them better? Good, glad you agree. Enough of that, lock and load people! It's time to cause mayhem!

THE UNUSUAL SUSPECTS...

The gangs all here! Choose between six nasty rogues (criminals to you and me), all with different speeds, weapons and mental problems, to track down and destroy CHUB, the Charming Handsome Erudite... well you can guess the next word, and ain't Bloke!

SISTER MAGPIE

A robot with religion, Magpie is a fast-moving killing machine, but Thetis okay 'coy she's doing it for charity! Her special looks like a load of balls, and Thetis just what it is! She flings them out in all directions to clear the area, so I wouldn't try for a header! Right on sister!



BOUNCA

Elvis lives, and he's got a shotgun! Bounca is one man who can wear pink without getting the mickey taken, unless you fancy getting an exploding bottle in the face! He's got powerful weapons, but his lack of speed make him a rather poor choice. Shame on the poor soul!

THE CONSUMER

This is one lady who has no intention of going vogue! The Consumer is into the sort of meat you won't find at the local butchers unless it's run by cannibals. While she has one of the best special weapons in the form of some freak green clouds that do serious carnage. Rock!

MAMMA

Mum's little precious is back! Looking like a cross between George Dawes and the Hulk (in a bunny suit), Mamma may be slow, but he packs a punch! His special is one of the most impressive, with a rippling earthquake crushing all in its path! Goo-goo! Ga-ga! Fart!

BUTCH

Reloaded's very own Baywatch babe, Butch has traded in his dress from the first game for a swimsuit not unlike one worn by a certain Pammy Anderson. While he may not look as good in it, he's still one of the best characters, with twin-laser guns and his special flaming ring – now that must hurt!

CAP N HANDS

The expert's choice from the first game, Cap 'n' Hands seems to have been toned down a little in terms of firepower this time out. Still, everyone's favourite, cyborg pirate with huge paws still kicks butt like the best of them. Aye aye, Jim lad! Anyone for a go on the Captain's table? Ah, well!

COVER ME!

Double your firepower! Get a friend to join you on your murderous quest and revel in the huge amounts of destruction only two can wreak! As in the first game, if you and your partner in crime get too far apart, the screen will zoom out so you can still keep an eye on each other. Also, should you fall off a cliff or otherwise get separated from your buddy, you can teleport back to them to save that 'I'm bloody stuck now!' feeling.

THE ROLLING STONES!

One of the most devious puzzles in the game is on the monastery level, where you have to raise a ramp in order to get over a wall and continue. This can only be done by rolling two boulders into holes either side of the ramp. The problem is that the only stones available are part of giant stone obelisks which cannot be destroyed by your guns. Luckily (luckily?) there are a bunch of equally indestructible enemies after you with powerful sonic weapons. Just lead them to the obelisks, dodge as they fire at you, and watch the stone crumble! Then it's time to roll that rock, or is it rock that roll? That bloke's pants are puttin' me off!

GRIEVOUS BODILY HARM!

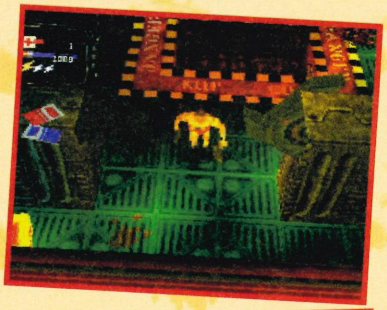
The final battle has arrived! The ultimate conflict takes place on CHEB's giant body, so you'll have to walk all over him – literally – in order to win. Try not to get to grossed out as you avoid the worms sprouting out of his flesh! Shoot out his body parts and then plant the floating bombs in their place, then sit back and watch him go boom! But it's all done in the best possible taste!

REVIEW

HEY KIDS, LISTEN TO YOUR UNCLE BOUNCA! DON'T EAT LOADS OF SWEETS OR YOU'LL END UP WITH TEETH LIKE MINE! AND BELIEVE ME, THEY'RE A REAL PAIN TO BRUSH! BOK!

CHECK OUT THE SCENERY!

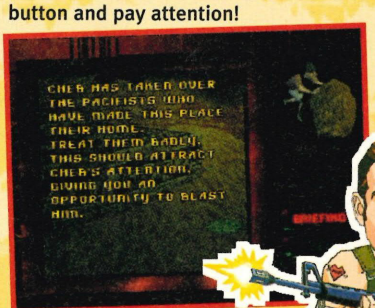
Would you look at that! Stand by to be impressed with Reloaded's endless light sourcing and (sometimes painfully) interactive scenery! From massive conveyor belts to falling ceilings and painful looking (and feeling) giant saw blade wheels, the backgrounds are much more than pretty to look at!

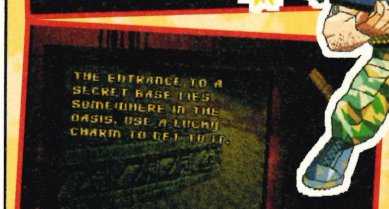


I'm your worst nightmare punk! A man in a bunny suit carrying a light sabre!

LISTEN UP PEOPLE!

Another difference Reloaded has to its predecessor is the difficulty of your missions. They can often be quite complicated, so you'll be briefed before you begin a level so that you have at least a fighting chance. During the briefing, as well as being told your objectives, you'll also be shown visual hints to make your life – a little – easier. So hands off that fire button and pay attention!

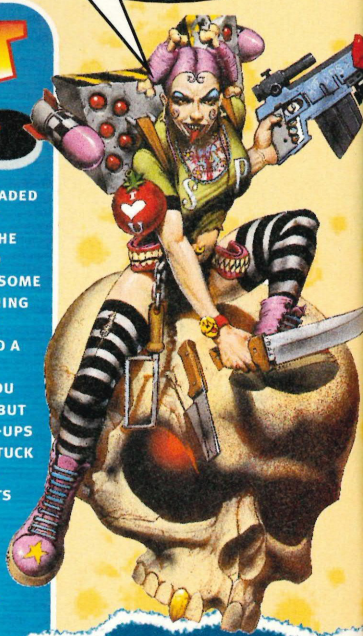




SIMON COMMENT

I THINK THAT MATT'S BEEN A BIT HARSH ON THIS ONE! WHILE IT MIGHT NOT HAVE THE TOTAL BLOOD AND GUTS HE WAS LOOKING FOR, IT'S STILL A FAIR OLD BLASTER WHICH WILL WORK YOUR GREY MATTER AS WELL AS YOUR TRIGGER FINGER! AH WELL, ROLL ON LOADED 3 – UNLOADING!

THIS IS WHAT HAPPENS WHEN YOU COVER YOURSELF WITH GLUE AND RUN THROUGH C&A AND AN ARMY SURPLUS SHOP! BE WARNED!



MATT COMMENT

I LOVE A GOOD BLAST, ME, BUT RELOADED ISN'T IT! LOADED WAS CRITICISED BY SOME FOR NOT HAVING ENOUGH IN THE WAY OF PUZZLES AND DEPTH, AND TO THEIR CREDIT, GREMLIN HAVE MADE SOME FANTASTIC LEVELS WHICH LOOK NOTHING SHORT OF STUNNING. HOWEVER, THE ACTION IS SEVERELY REDUCED DUE TO A LACK OF SPEED AND PICKUPS. THE ATTRACTION OF LOADED WAS THAT YOU HAD SOME BIG GUNS TO PLAY WITH, BUT SINCE THERE ARE SO FEW POWER-UPS IN RELOADED, YOU'RE ALWAYS STUCK WITH PUNY WEAPONS. AND IN A GAME WHICH SELLS ITSELF ON ITS FIREPOWER, THETIS JUST NOT GOOD ENOUGH. IT'S A SHAME BECAUSE WHILE RELOADED IMPROVES ON THE BAD POINTS OF LOADED, IT HASN'T RETAINED THE GOOD ONES.

OVERALL

A SEQUEL WHICH GIVES MORE DEPTH THAN THE ORIGINAL, BUT TAKES AWAY THE BLASTING ACTION WHICH MADE LOADED SUCH A SMASH HIT. TRY BEFORE YOU BUY.

ALTERNATIVES

LOADED, CONTRA – LEGACY OF WAR OR PROJECT OVERKILL.

81 SOUNDS	82 ANIMATION
90 GRAPHICS	70 PLAYABILITY

71

JVC

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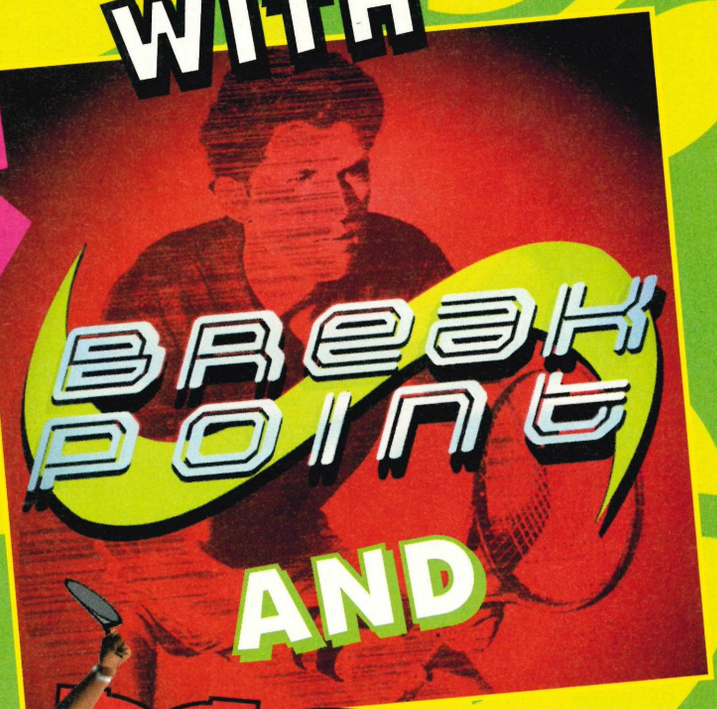
SPECIAL WIN!

WITH



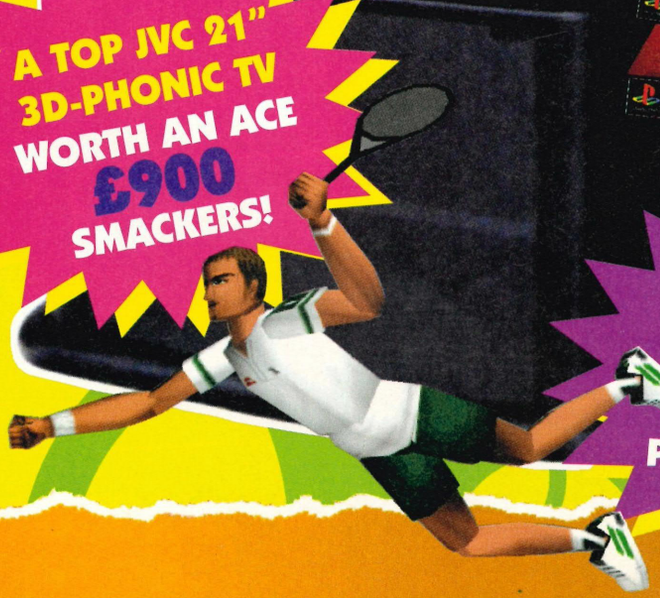
AND

MEAN MACHINES PlayStation

TAKE A BREAK WITH BREAK POINT TENNIS!

Forget all this new balls nonsense, how's about a brand spanking new big-screen 3D Phonic turbo telly? Yes tennis lovers, if you fancy playing Break Point Tennis in glorious surround sound read on...

A TOP JVC 21" 3D-PHONIC TV WORTH AN ACE £900 SMACKERS!



TEN RUNNERS UP PRIZES! OF A COPY OF BREAK POINT TENNIS!

ANYONE FOR TENNIS?

Readers, do not get confused! This is a Break Point Tennis competition, not a Point Break compo. So, any fat ladies who think they might get half-an-hour in the rippling arms of Patrick 'dimple chin' Swayze, forget it and go and get yourselves a copy of Drooling Bloater monthly! This is Ocean's 3D tennis fest we're on about. 'Cos it scored pretty well, we're doin' a compo. Read on...

YOU CANNOT BE SERIOUS?

Yes we are serious – for once! All you gotta do is answer the following multiple choice question and send it to the address below:

Each year at Wimbledon people are often seen eating the following combination:

a) Pete Sampras' leg and Andre Agassi's hair
b) Strawberries and cream
c) Foreign students in a creamy sauce

Now simply write your answer on the back of a postcard and send it to the following address:

NEW BALLS PLEASE!
Tennis Elbow Department
Mean Machines PlayStation
Priory Court
30-32 Farringdon Lane
London
EC1R 3AU

NOTE: The closing date for this awesome compo is 7th February, so get busy tennis tigers!

PREVIEW

PORSCHE

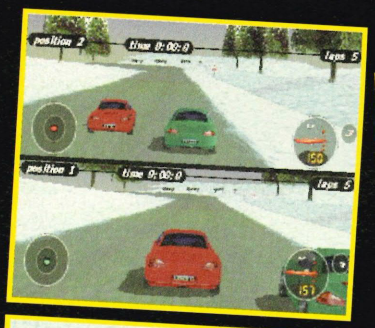
Cha

Wanna drive at breakneck speed in a super car? Have you got a licence? Well Sony have – the Porsche Boxster licence. Come my children, join me by the walnut dash, we're going for a spin in a supercar...

I always wanted a Porsche when I was a child. So, I said: "father I want a Porsche for Christmas." Imagine my surprise when I rose on the big day, went downstairs only to find that they'd fitted an extension onto the front of our house – my stupid dad misheard me and got me a porch! Alright, so it wouldn't hurtle from 0-60 in a whisker and it wasn't much of a girl puller, but it was double glazed and had alloy window fasteners. It wasn't much of a talking point with the fairer sex either. Once this girl walked me home – she was allowed out later and had more body hair than me – and stood in my porch! Well, I never saw her again (surprised?), but she did like the cactus resting on the shelf. I never got a Porsche and these days I have no porch either! Bad deal. Fortunately, before I could throw myself under a passing 911, Sony unveiled plans for a licence...

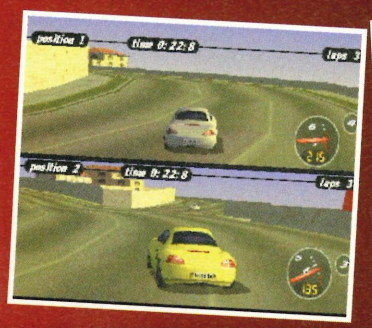
VIEW WITH A THRILL!

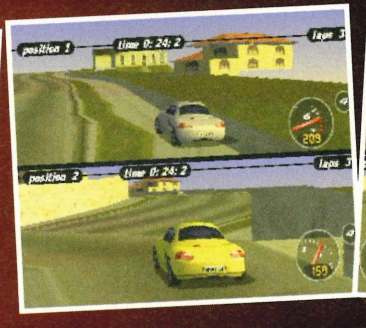
Show us a 32bit driving game and we'll show you a game that features loads of different driving views. There you go, we're showing you...

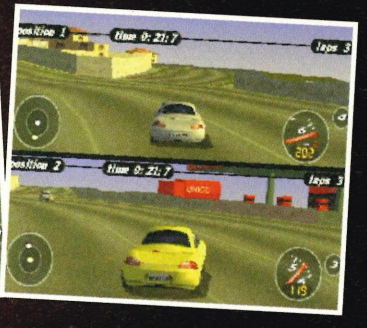


I'LL SPLIT ON YOU!

Sony's latest racer lets you budding speed demons race link-up in two different split screen modes. There isn't any real difference at all in the way the cars drive or behave it just allows you the choice isn't that nice.

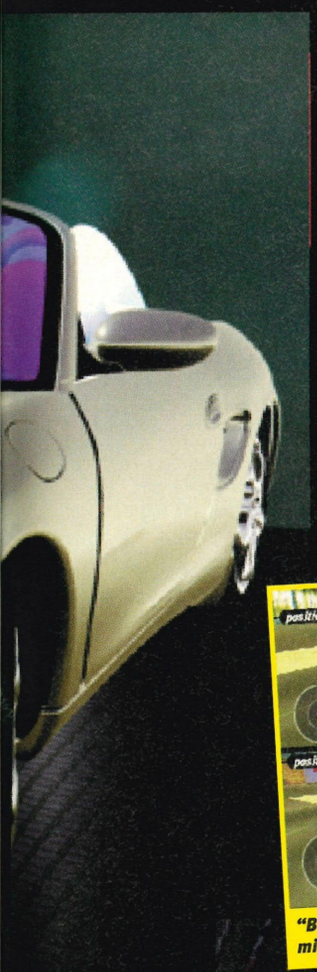


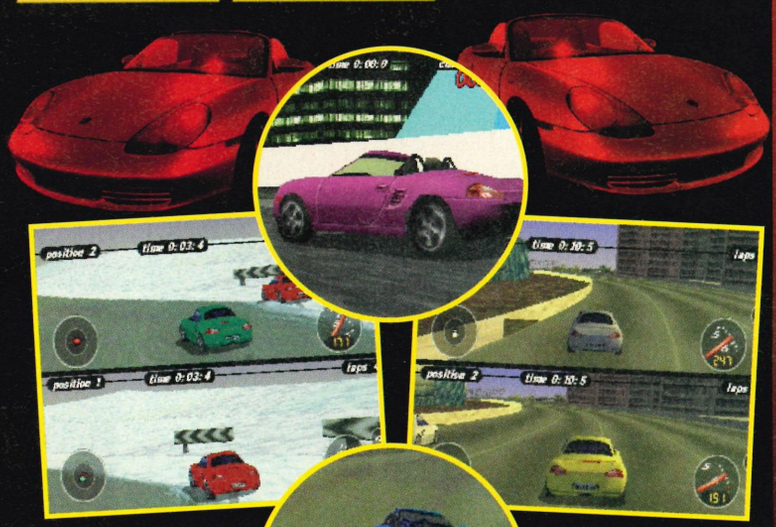


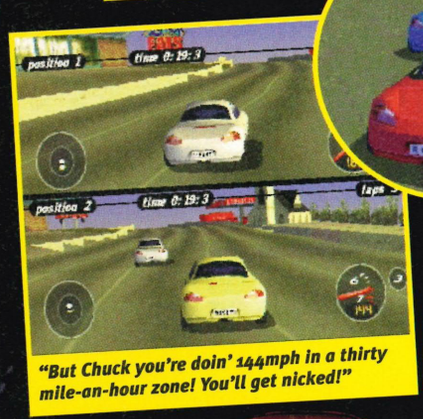


BY: SONY OUT: MARCH PRICE: £44.99

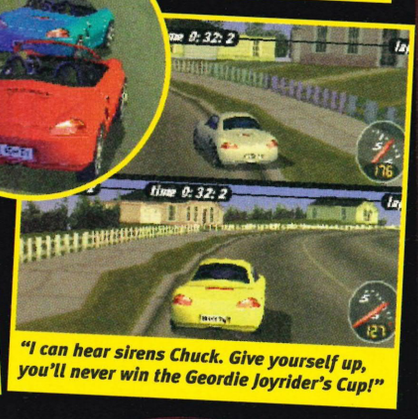
llenge







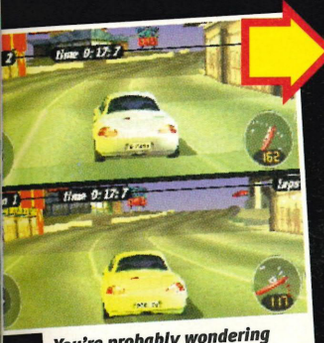
"But Chuck you're doin' 144mph in a thirty mile-an-hour zone! You'll get nicked!"



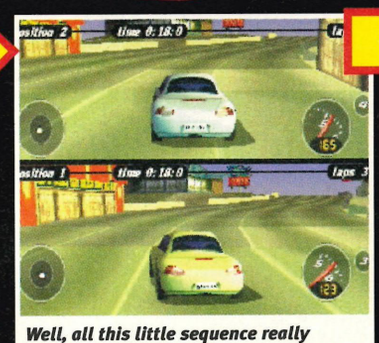
"I can hear sirens Chuck. Give yourself up, you'll never win the Geordie Joyrider's Cup!"

MUSIC TO MY EARS!

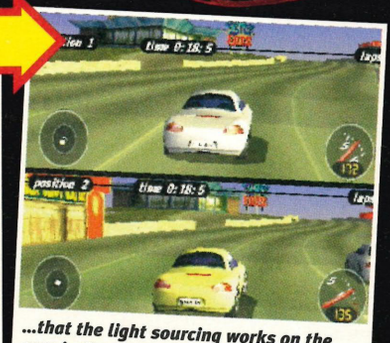
To be up with the rest of today's driving games you have to fave quite a few choons to keep anxious motorists happy. Happily, Porsche Challenge boasts a CD full of 'em with different tracks for each of the characters. But there's also an interactive aspect involved because the soundtracks alter depending on things like whether you're about to run out of time, twit a lamp post or even, heaven forbid, overtake another motor! Trying doing that with an East 17 track.



You're probably wondering what the hell this series of shots is all about...



Well, all this little sequence really demonstrates, is the amazing way...



...that the light sourcing works on the cars in Sony's Porsche licence. Lovely.

RIGHT ON TRACK...

Because Porsche Challenge is still in development we can only show you the tracks that have been coded in by Sony at our time of going to press. We know for a fact there'll be a total of five different locations with 25 alternatives available to the more capable driver. There's also a Mirror mode that'll give the game that extra slice of life. Anyway, here's the tracks...

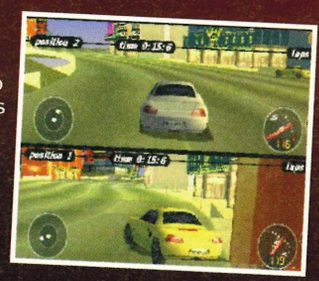
STUTTGART TEST TRACK

If you've got the bread, this is the ultimate place to test your new Boxster. Well, it should be because this is where Porsche put all their new motors through their paces before letting them lose on the furry dice of the auto world Jez Clarkson.

ARCTIC

It's cold and the flippin' surface is slippier than John Inman's bum crack. Keeping a grip on this hazardous surface makes this snow fest a right game. In fact, we think Sony might tweak this track a little 'cos it's rock!

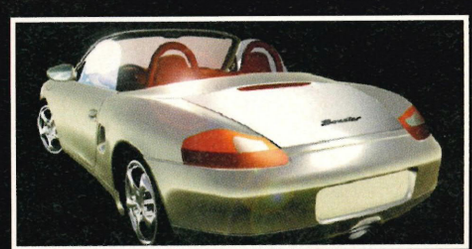
AMERICA



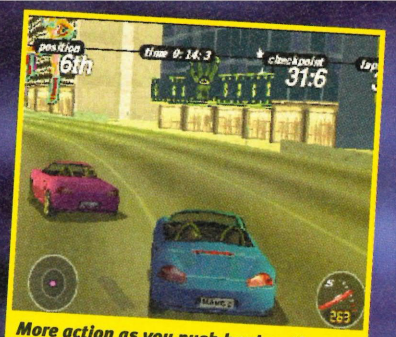
If you've got a convertible, then plainly the place to get your hood off is in the warm Californian sun-shine. Obviously we're not exactly sure where this track is in the States, but it feels warm and we swear we caught a glimpse of someone's silicon valley! Boom! Boom!

JAPAN

Here's a novel place to experience the thrills and spills of speed. This track takes you flying under pagodas and features alot of cambered high-speed bends to zoom around. On your journey you'll also speed past busy skyscrapers and need to negotiate some narrow passages. Last one to the Sushi house is a lump of rotten fish!



PREVIEW



More action as you push hard on the gas and attempt to slip around the outside!

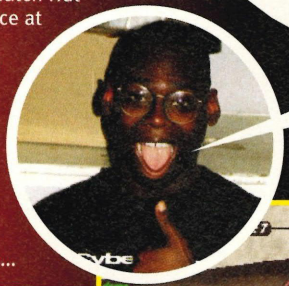
OI! SLOWCOACH! CATCH UP!

You're playing link-up against yer dad. The best he can do is rock from side to side, try to use the joypad as a steering wheel and laugh uncontrollably as his car careers from pillar to pavement – it's a recognised disease in the games industry, DDD (Dad Driving Disorder). The worst of it is that he's miles behind and making it more of a Sunday stroll than a battle of steel and guile. Well bully for Porsche Challenge, because it features a unique feature that allows stragglers or victims of DDD to 'catch up' using a system that is kind to their errors and allows them more umph. Aryton Senna's fear not, 'cos the system always keeps the leader in the lead.

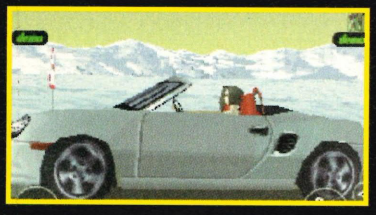
If you break down out here, how long do you reckon it'll take the breakdown services to arrive. Days? Weeks? Ever?

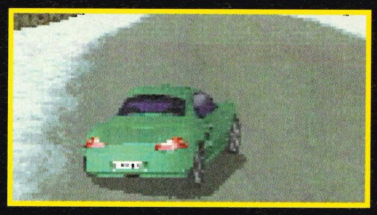
YOU'LL BE DOIN' THE BOXSTER BEAT!

Hold those horses! Leave Honest Ozmond's Hot Hatch Hut and take a glance at Porsche's new baby. Here with the full SP is our motor expert Ozmondo Klerksome, or OK to his very best mates at Mean Machines...

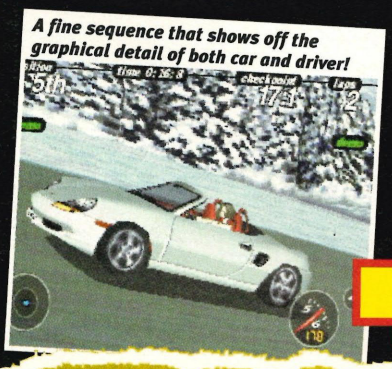


H-H-H-H-HEH! IT'S A FLIPPIN' PORSCHE MAN. IT COSTS A LOT OF CASH, LIKE 35,000 SMACKERS – YOU CAN BUY A LOT OF LOVE WITH THAT MONEY, I'M TELLIN' YOU. I ASKED MY MUM AND SHE SAID "YOU WOT!". ANYWAY, PORSCHE HAVE DECIDED TO THROW AWAY ALL PREVIOUS PORSCHE PRECONCEPTIONS – BIG WORDS MAN, AND GONE BACK TO THE 1950S FOR THEIR INSPIRATION. THE NAME BOXSTER COMES FROM THE DOG – NAH, IT DON'T, IT'S TAKEN FROM THE 550 SPYDER SPEEDSTER (WHICH THE NEW BOXSTER RESEMBLES) AND THE ALL-NEW 4-VALVE PER CYLINDER ENGINE. YOU SEE BOXER AND SPEEDSTER, POXSTER. GOT IT? IT'S ALSO GOT A UNIQUE FOLDIN' ROOF AND IT GOES LIKE POO OFF A TROWEL. AND THERE AIN'T NO BULLSHIRTS AND LIES FROM NO CABINET MINISTERS IN THERE. I'M OFF FOR A DATE WITH LISA STANSFIELD IN ME NEW MOTOR, SHE'S ALL WOMAN! OH YEAH, IF YOU BUY THIS GAME THEN YOU'LL GET THE CHANCE TO WIN ONE. A-A-AWESOME!

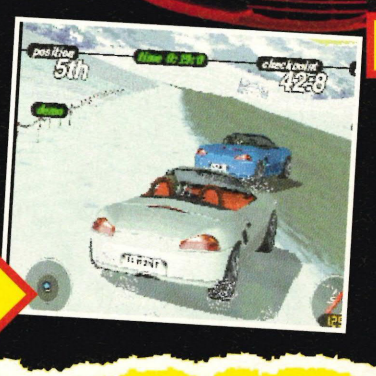




That blue Porsche is really tanking away, you've got no chance of catching it!



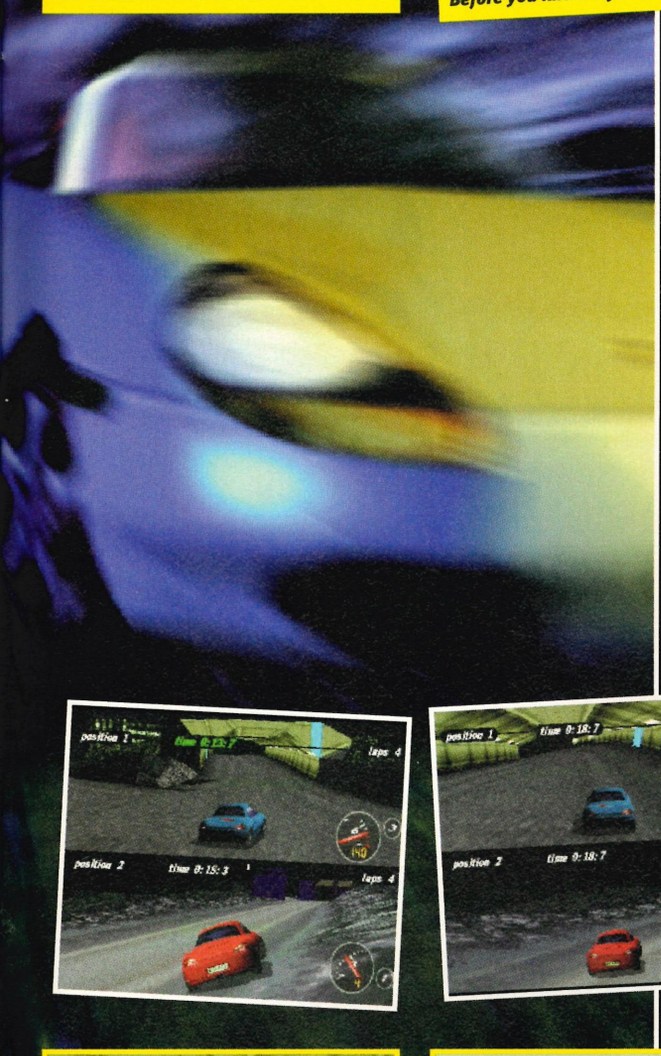
A fine sequence that shows off the graphical detail of both car and driver!



A little too wide perhaps. Your car's back end starts to slide out and skid.

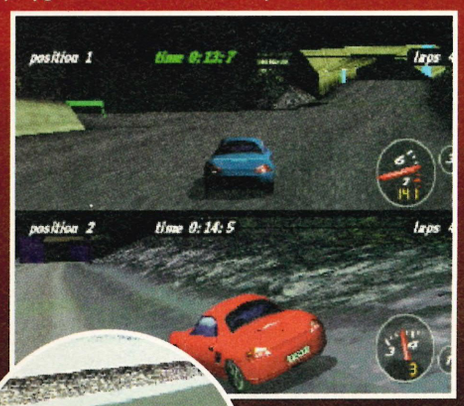
You oversteer and over compensate. Before you know it you're off to church!

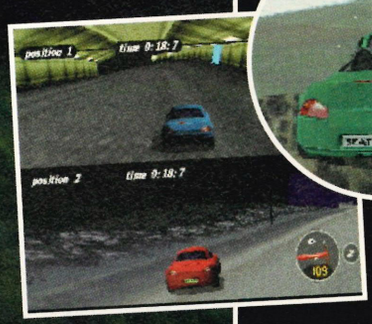
The barriers being closed gives you a fair idea that the shortcuts are shut off!



I'LL TAKE THE HIGH ROAD!

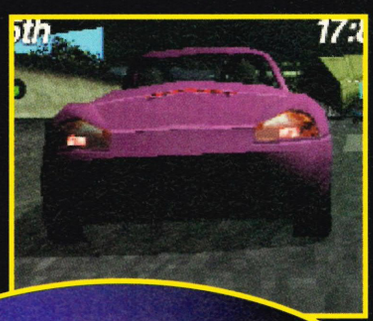
Yes punters, if you get a little brassed off that your Porsche can't keep up with the opposition, then switch the game to Interactive Mode. Here, at certain points of the race, back streets and 'alternative routes' become available to your driver. Most of them prove to be short cuts overall, but may be more dangerous and hazardous to your tiny polygon driver and their shiny motors.

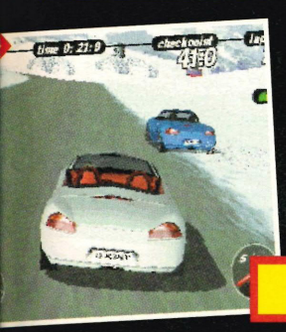


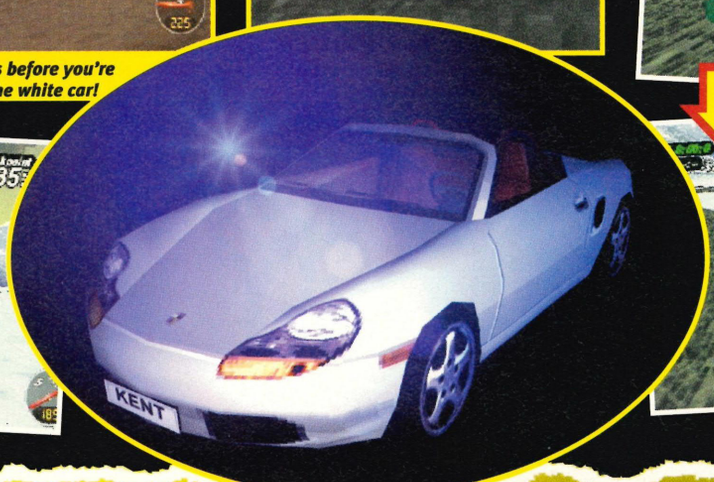


As the blue Boxster catches up with the car in front, he kicks mud up onto the track!

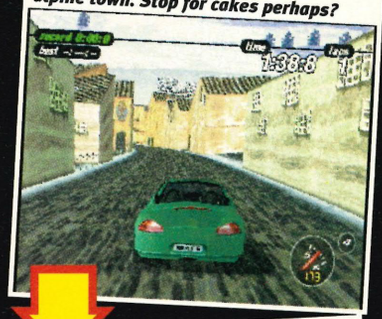
It's just seconds before you're zooming past the white car!

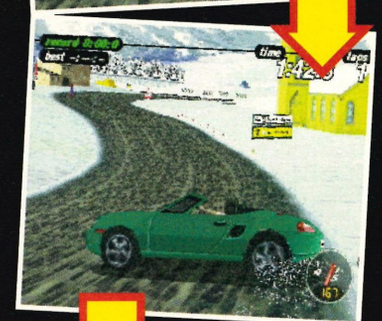


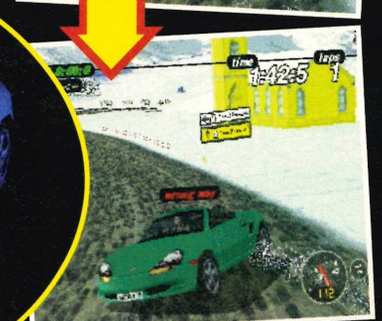




This shortcut rushes you through an alpine town. Stop for cakes perhaps?







PREVIEW

MECHWARRIOR 2

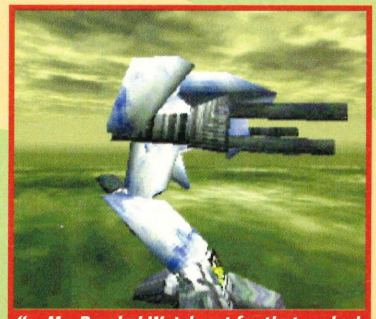
Massive robots with great big guns running about the place shooting things! So simple it's brilliant! Go ahead, mech my day!

Time was, when shoot-'em-ups were about simple things like tanks, planes and aliens, and yer giant science fiction killer robot didn't get a look in. Well all that's about to change with Mechwarrior 2, which gives you more droids on stilts than you ever thought possible. What Mechwarrior 1 was about then is beyond me, maybe it was a game about giant robots having a nice day at the shops or going to the beach. Who can say? Well I can't, because I've never played it! But let's not dwell in the past! Lets look to the future! Hell, lets look at Mechwarrior 2!

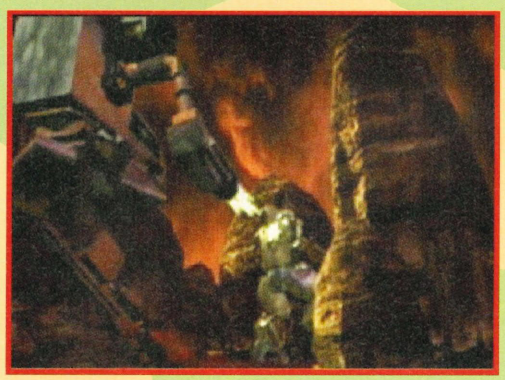
"Now if you could just gently drop your clutch and slip the mech into third."

"Now Mr. Brooke. Using your rear-view mirror I'd like you to reverse around..."

Back at the garage Mick Mech deliberates over new shoes. Loafers or sandals?

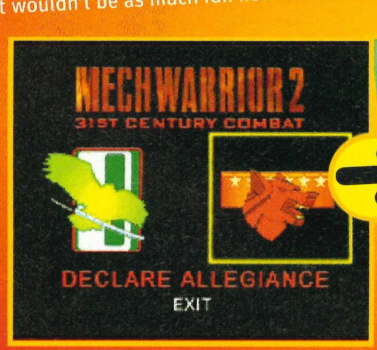


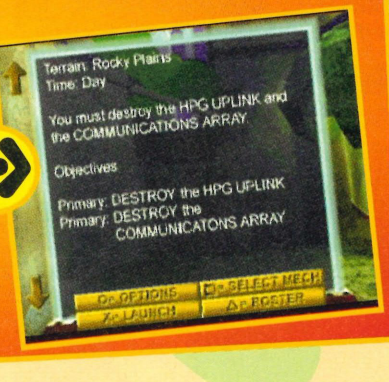
"... Mr. Brooke! Watch out for that parked Escort Mechsico! D'oh, too late!"



CAMPAIGN OF TERROR!

While you can just leap into the game straight away with the instant action mode, or use the link-up mode to clash mechs with a friend, the meat of the game is in the Campaign mode. Here you can choose your allegiance, either siding with the Jade Falcon Clan (the good guys) or the Wolf Clan (obviously the baddies, how basic is that?). This gives you two different sets of missions. These include defending bases, scouting missions, as well as the simple blasting levels we all know and love. As you progress, you'll move up in the clans, gaining more status and better mechs. This of course means that you'll be undertaking tougher missions, but if it was easy, it wouldn't be as much fun now would it!



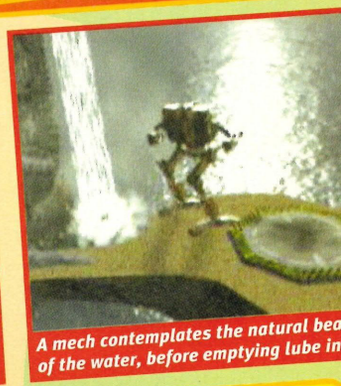


LET'S MECH YOU INTO A WARRIOR!

Hey rookie! You'd better get in training, otherwise you won't stand a chance when it comes to the real thing. There are six different tests for you to pass in order to be considered a real mechwarrior. These are all explained by your incredibly insulting instructor, who will not be happy if you fail! Grumpy git! They range from a timed slalom course to a firing range, until you finally face another mechwarrior in battle. If you manage to turn him into scrap metal, then you can hold your head up high. If you lose, they'll need a shovel to pick up your pieces!

Not only do they trudge the streets, they can take to the air as well!

"Help! Me in-mech barbecue's out of control. Abort sausages! Extinguish burger!"



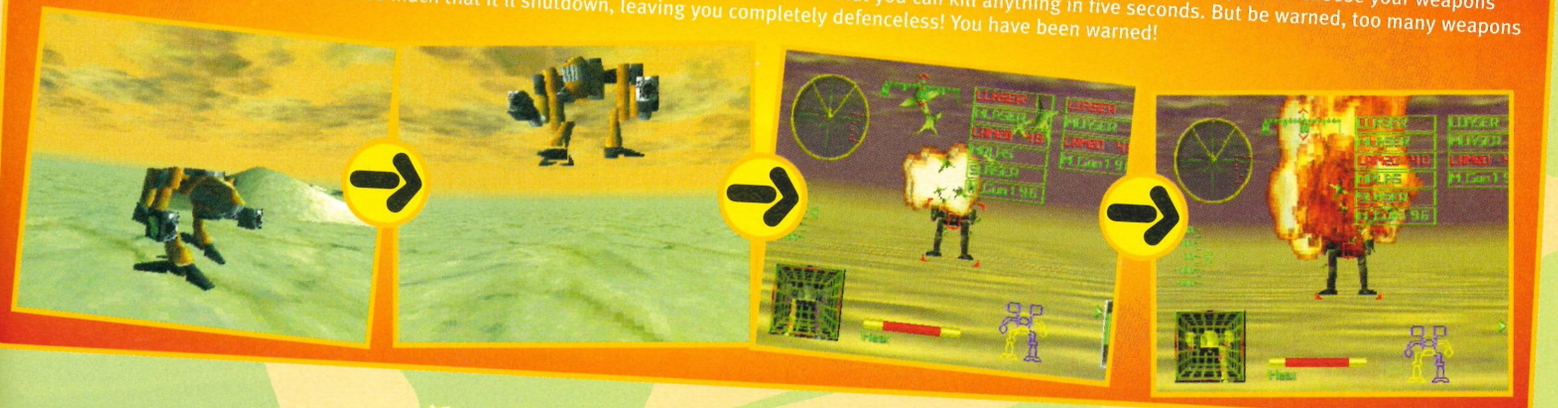
A mech contemplates the natural bea of the water, before emptying lube in

BECAUSE THE MECH HAS A THOUSAND EYES...

Well not quite, but there are enough viewpoint options to make you extremely dizzy! When you're in the cockpit you can choose to turn your head left and right (which gives you great opportunities for sneaky strafing attacks), or to zoom in with your camera view in order to check out the enemy before you get too close! If that wasn't enough, you can also drop a camera behind you so that you can watch yourself disappear into the horizon, not a great deal of use, but if you ever wanted to pretend you were a forty foot tall robot cowboy, now's your chance!

MECHS R US!

You'll make some of your most important decisions before you even get to the planets! Choosing which mech you'll pilot, as well as the weaponry it'll be armed with, can radically effect the strategy and outcome of your mission. Will you pick a mech which moves quickly, meaning that your weapons will be about as powerful as a rolled up newspaper. Or will you choose one of the heavily armed robots, with the speed of a one legged tortoise? Once this is done, you can choose your weapons package, and if you want some real flash-bang-wallop, you can link weapons together so that you can kill anything in five seconds. But be warned, too many weapons at once and your mech may overheat so much that it'll shutdown, leaving you completely defenceless! You have been warned!



PREVIEW

STAR WARS DARK FORCES

May the force be with you! Dark Forces is coming to your PlayStation to kick some Imperial bottom! And there's not an Ewok in sight! Hoodeene-e! Gandar and other strange, furry alien expletives!

Is there anyone left in this world who hasn't seen Star Wars? Who hasn't tried to do Chewbacca's strange voice? Or indeed, put a bucket on their head and walk around their house in a cloak saying: "Bring me the princess, I want her alive!" while waving a broom around the place crying "Your powers are weak old man, now I am the master!" No? It must just be me then. Well, soon you won't need to be as mentally unstable as me to think that you're in Star Wars because Dark Forces is coming, and it's ace!

I LOST MY HEART TO A STARSHIP TROOPER!

And you may also lose your guts, face and spleen if you don't keep your eye out for the many Imperial troops out to burn your Rebel backside! To give you a fighting chance, here's a little rundown of some of the baddies within Dark Forces!

STORMTROOPER

How many of them are there? Don't bother counting, just shoot them, it's quicker, and less likely to result in you getting blasted into Rebel mincemeat.

IMPERIAL PROBE

Don't worry, it won't be probing you, at least not if you blast him quickly enough! Die, robo-jellyfish scum!

MOUSEBOT

Not dangerous at all really, just bloody annoying. Get some target practice in with this robotic rollerskate.

SEWER CREATURES

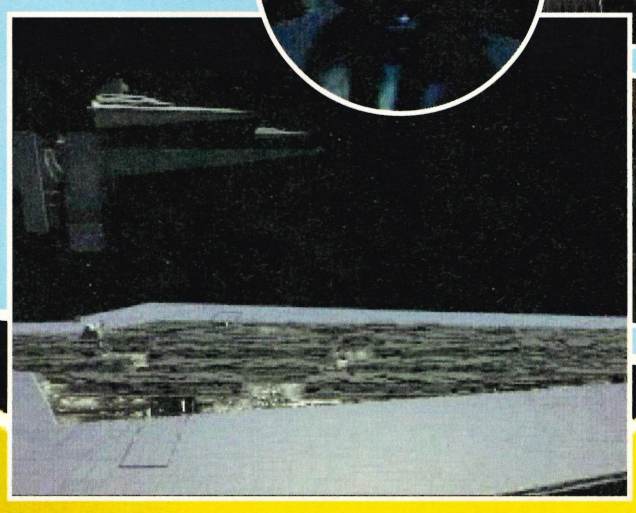
As if the sewers weren't bad enough! Sewer creatures can appear out of the mucky sewage at any time, so keep your eyes open. And your guns ready.

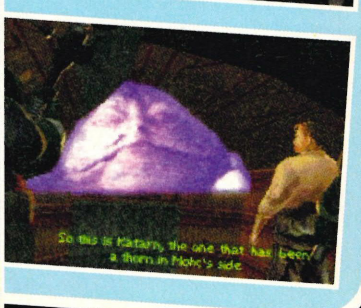
KELL DRAGON.

If you think this thing looks scary now, try taking him on without your weapons. That's all I'm saying! I'm not giving anything else away!

RETURN OF THE CUTSCENE!

Just in case you forgot this game was about Star Wars – pretty hard to do I know – there are some great cutscenes between the levels to remind you, as well as make you feel that you're part of the story. Watch! As Darth Vader plans the destruction of the Rebel Alliance! Gasp! As fleets of Imperial starships cross the cosmos! And chunder as Jabba the Hutt's ugly mush fills your screen!



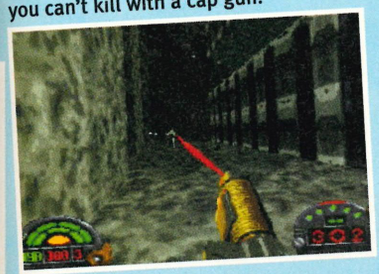


SET BLASTERS TO FULL!

Sorry, you don't get a light sabre, but there's a whole arsenal of weaponry to use on those Stormtroopers. Hit 'em in the helmet! Bok! And Bok again!

BRYAR PISTOL

This is your standard blaster pistol, and while it may be a bit puny, it's quite accurate at long range. You won't have to put up with this for long though. Thank the flippin' force that, you can't kill with a cap gun!



STORMTROOPER RIFLE

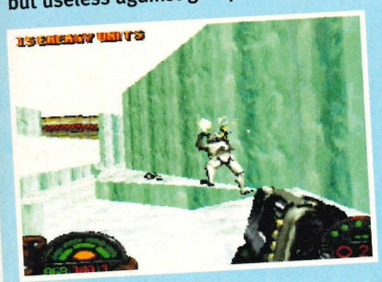
You'll find this gun very early on in the game – after about 30 seconds in fact – and it's the one you'll be using most often, due to the fact that if you're within spitting distance of a baddie, they'll be toast!

THERMAL DETONATORS

Oh yes. This is where things really start getting fun. Throw one of these into a group of Stormtroopers and watch them go boom! You can also put a time delay on the explosion just to be extra mean and sneaky.

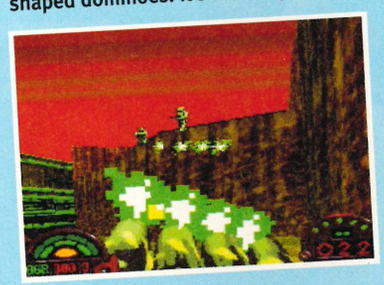
REPEATER RIFLE

This baby may not be the most powerful of the weapons, but it fires faster than any of them. This makes it brilliant for taking out single enemies, but useless against groups.



FUSION CUTTER

Four barrels of fun can be yours once you pick this up! Fire the barrels separately, or all at once, and watch the enemies fall like Stormtrooper shaped dominoes. It's a beauty!



MINES

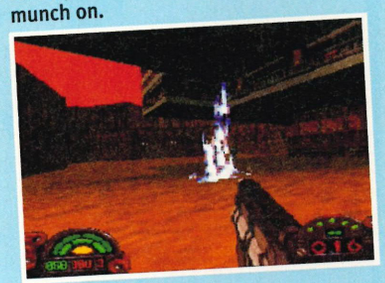
Now you're really fighting dirty! You can set these mines in two different ways, either on a three second fuse, or with a motion detector. They still blow up in the same way though, hooray!

MORTAR GUN

If your arm's getting tired from throwing all those thermal detonators, then take it easy with this nice mortar cannon. It may not be as damaging as the detonators, but it fires faster than you can throw for sure.

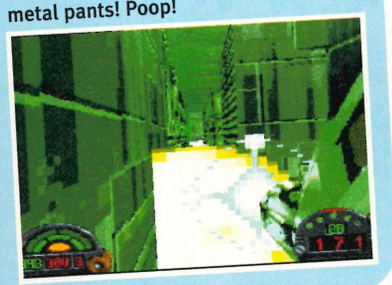
CONCUSSION RIFLE

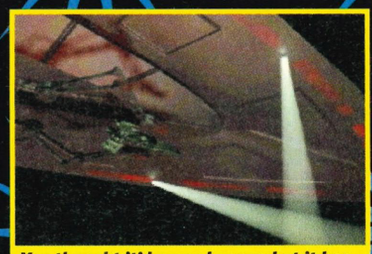
This is more like it! Cause some serious long range mayhem with this powerful gun, but don't use it up close, unless you want to blow yourself into small pieces for hungry Ewoks to munch on.



ASSAULT CANNON

This baby is the one! Watch those bad guys fall to the power of your cannon! Or just fire the rockets you get with it! Awesome firepower that'll leave the Stormtrooper's shaking in their shiny metal pants! Poop!

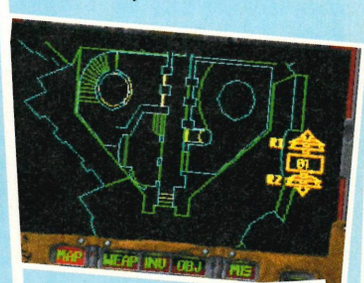


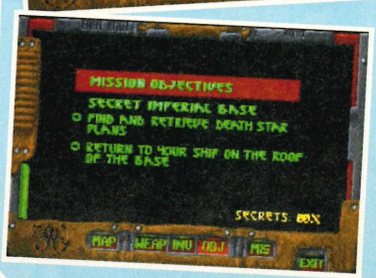


You thought it'd never happen but it has. Yes folks, Star Wars Vs Star Trek!

FILOFAX! HA!

For the top of the range personal organiser, join the Rebel Alliance, and get a free PDA (Personal Data Assistant). You can access this at any time during a mission, and gives you loads of handy information. You that you can take leisurely look at your map, check which weapons and objects you're carrying, as well as reminding yourself what your mission objectives are! More useful than a Skegness guidebook and ten times as sexy!





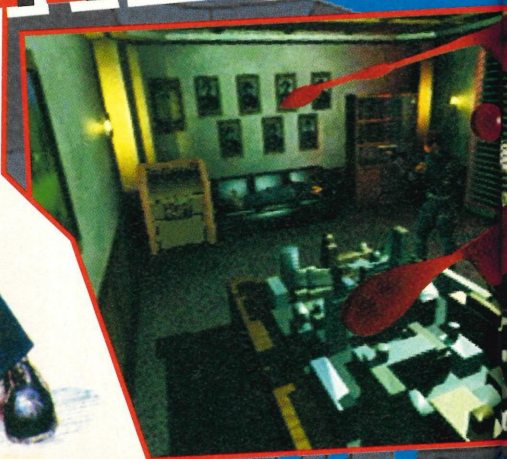
Cue scene from True Romance. For those of you who have not seen the movie. Christopher Walken's the bloke standin'.

Use one of the shoulder pads to toggle into strafe mode. This is excellent when there's a whole bunch of dem suckers!

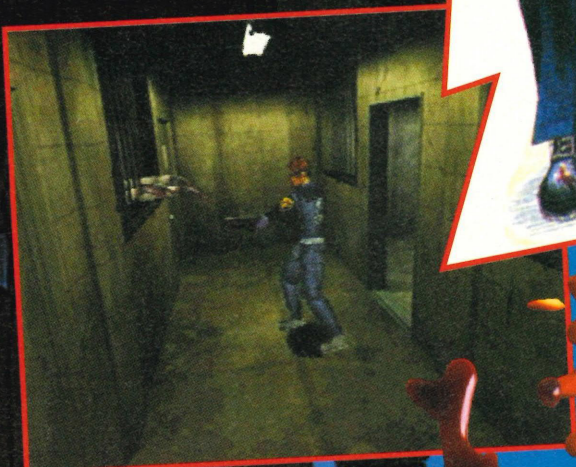
PREVIEW

RESID

It's the biggie! The finest game of last year was inevitably going to have a sequel, but nobody knew what to expect. So let Mean Machines lift the lid on what could be the best game of all time! Resident Evil 2!



Imagine a world, where the only inhabitants are clones of Peter Stringfellow and Noel Edmonds. The only food stuff that can grow on the planet is the Brussel sprout and bread and dripping is considered a delicacy. Recycled urine is the only form of water, and toilets are non-existent so people walk around with great big loggers sitting in their undergarments. Sounds like a repulsive place doesn't it? But this is nothing compared to the horrors that await in Raccoon City! Having narrowly escaped the hell of the Umbrella labs, the people of this furry sounding place now find themselves being attacked by Zombies from all angles. A plague has infected the deceased, and bought them back to life. These undead are biting living humans and infecting them, effectively doubling the Zombie count. Only a small pocket of humans have managed to avoid them so far, and it's those people, or more importantly you, who have to cleanse the city of the undead. Welcome to hell!

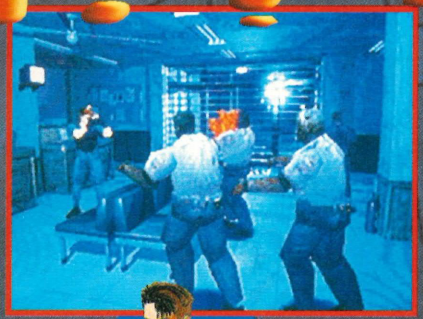


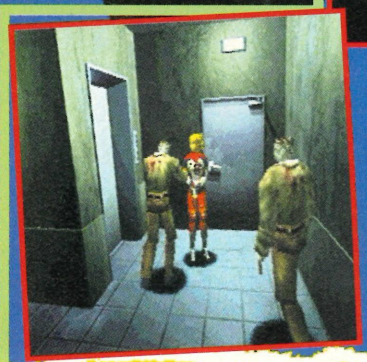
I'M THE FIRESTARTER!

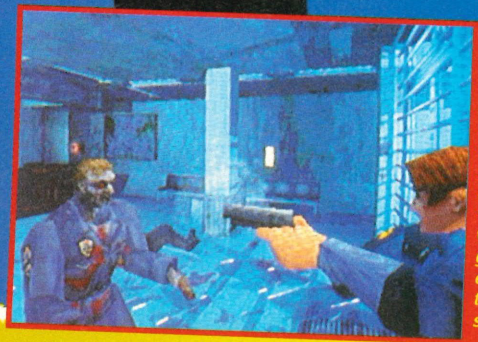
Something else that the programmers have added to this game, are the costumes that the characters wear. Elza comes equipped with a fire resistant suit, which is vital for the underground sewer section, because it's burning to the ground! As she travels through this section, immune to the flames, zombies who have foolishly strayed into the area attempt to attack her while still on fire! There will of course be restrictions when wearing this suit, like the amount of items you can hold, but it means you actually have to think about what to take a lot more than in the original Resident.

MEET THE GANG...

Since the last game, Chris and Jill are taking a well earned rest, and two new characters have the invite to the undead. You have the choice of Leon S. Kennedy, who is a rookie cop and Elza Walker, a student with a bit of a thing for motorbikes. Again these characters have various differences, like the number of weapons they can carry and the slight plot alterations that cut in at various points in the story. Choose your gender!







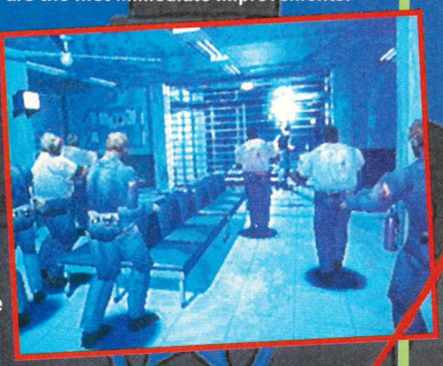
As with the first game, the camera angles change in relation to the action. When a single zombie appears, the view will zoom in very close, to give the game even more tension. and you soiled pants!

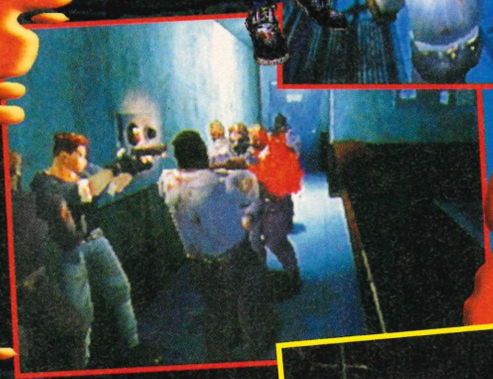
NT EVIL 2

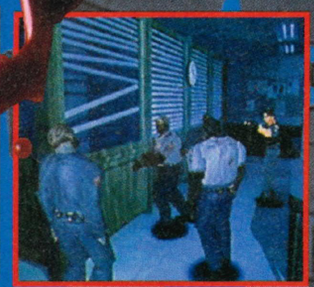
BY: CAPCOM OUT: AUGUST '97 PRICE: TBA

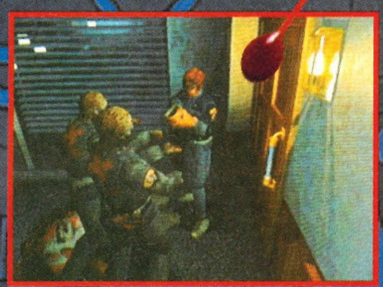
SHOVE THAT UP YOUR WINDPIPE!

You can't have a sequel and not soup up the weaponry and, true to that statement, RE2 features some awesome new guns. An automatic pistol, that fires like a machine-gun and improved shotguns are the first immediate improvements. In fact, the shotgun now injures zombies in a very different way. If you aim at the zombies waist or legs, the shotgun will blow them clean off, and the zombie will proceed to crawl towards you using arms to move himself. Be afraid, very, very afraid!



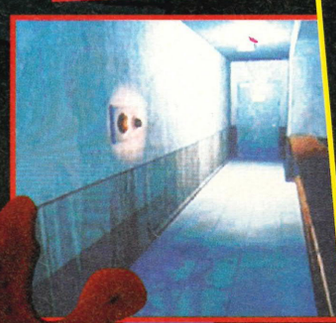


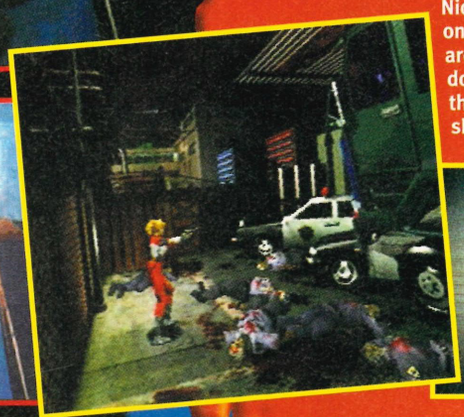


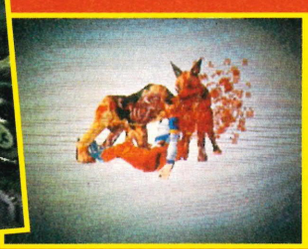


YOU'RE NICKED ME OL' BEAUTY!

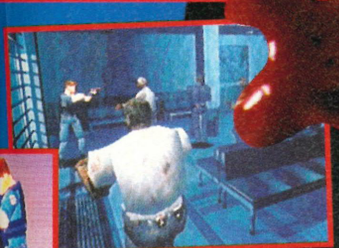
Whereas the game was centred around the Umbrella labs, which were in turn situated in Raccoon Forest, the bulk of the action has switched into Raccoon City, and more importantly the Cop shop, Rozzer residence, the Nick or the Police Station – choose favourite depending on which part of Essex you're from. All of the Old Bill are zombiefied and when you stumble across the police dog pound they've all taken a turn for the worst. And the scenery is all reminiscent of a typical American cop show, as you can see from our screenshots.

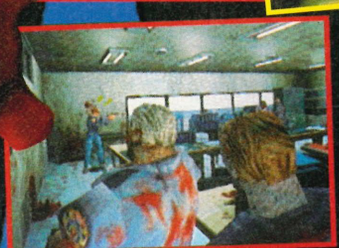






Alright, hands up. Who forgot to feed the dogs this morning? Let them get hungry, and what happens? They eat hoomans instead! I bet it tastes better than Pedigree Chum Mixer anyway!





PREVIEW

2UP

SUPER PUZZLE FIGHTER II

The farmers at Capcom are out again for their twice yearly milking of the Street Fighter series. This latest one has just been bottled for selling, so here comes the Mean Machines milkman to deliver one gold topped Puzzle Fighter!

They go from one extreme to the other. One minute Ken and Ryu are bashing seven bells out of each other with Dragon Punches and Had-O-Kens, and the next they're dropping multi-coloured blocks in a battle to the death. Yet another of the various twists that puzzle games have endured through the years. Even though these tweaks are minimal, every variation seems to be as entertaining as the last. Tetris and Columns are the old grandfathers in their rocking chairs, and the young whippersnappers include Bust-a-Move 2 and Baku Baku. But a themed brain teasing game isn't something that'd been done, until now that is. And for the first time ever, Darkstalkers and Street Fighter join together for one game, with the elite from each game making an appearance. Welcome to Puzzle Fighter!

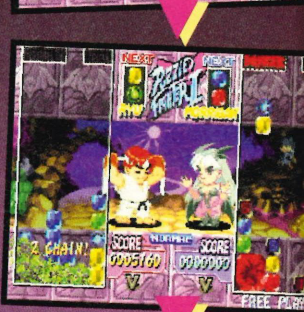
THIS MESSAGE WILL SELF DESTRUCT!

The key to winning the game is not only getting rid of your own blocks, but making sure you get rid of enough of them at once. For every batch of cubes you destroy, a similar amount will fall over on your opponent, hopefully screwing them up in the process! When a block lands on the other side, it appears as a counter that ticks down every time you make a move. When the counter gets to zero, it changes to a brick the same colour as the number inside it. Hmmm, nice, nice!

WHAT YA GOTTA DO THEN EH?

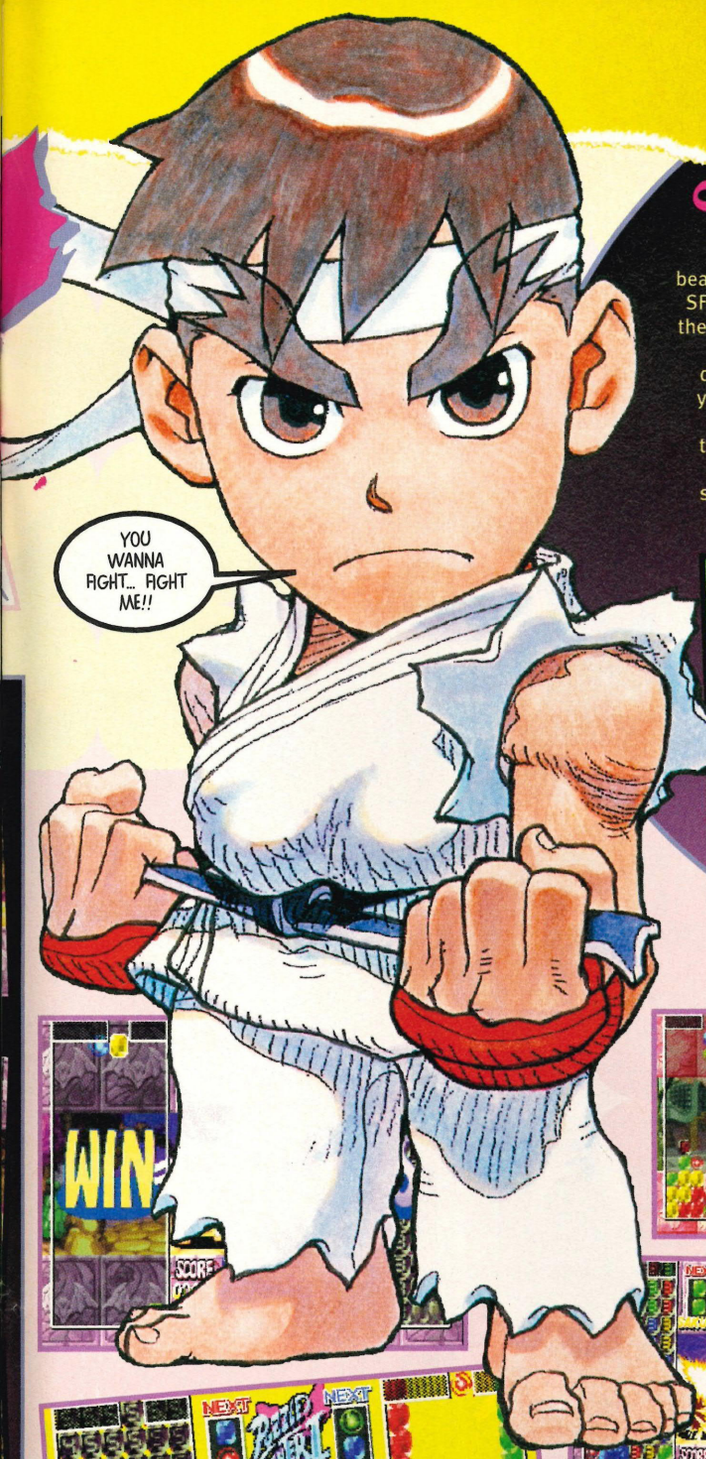
The idea behind Puzzle Fighter is, as with all puzzle games, a simple one. Blocks fall from the top of the screen towards the bottom, in formations of two. Normal square blocks are the ones that you need to build up next to each other, and to get rid of those, you need to put the spinning circle blocks on top of it's corresponding colour. It couldn't be easier!

BOSH! While the game is going on, the characters mimic how well each person is doing. Ken just sent some blocks to Lei Lei, so he punched her!



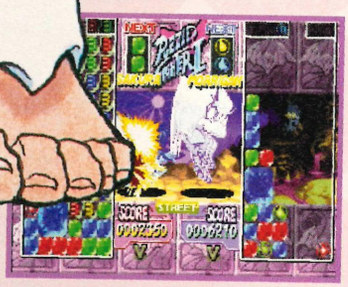
CHUN LI VERSUS LEI LEI?

As hinted at before, this game features four characters from two of Capcom's most famous beat-'em-ups, Street Fighter and Darkstalkers. The SF clan are Ken and Ryu, Chun Li and Sakura, and the Darkstalkers crew are Morrigan, Lei Lei, Felicia and Donovan. The only difference between the characters is the countering formations, so until you've mastered the game it doesn't matter who you choose. And in true Capcom fighting traditions, there are some secret characters too! Gouki and Dan from the SF are here, and also someone called Devilot from Darkstalkers. We'll reveal how to get them in next month's review!



Ahhh, look at the wickle kiddies! Oochy koochy koo! Want a dummy little one? Change of nappy?

Blimey! All that soppy talk must have made Ryu pretty made, because he kicked her butt! Bully!



And there we go! With a finish like that, it's no surprise really that I've gorn and got a pain in me gullivers guv'nor! Errrggghh!

DIAMONDS ARE FOREVER!

If you happen to be playing against better opponents than yourself, you'll almost definitely find yourself with a mountain of blocks and not much time to be rid of them. This is where the diamond comes in. By placing the diamond on any colour block, then all of the matching squares will disappear and hopefully clear enough space to save yourself from total humiliation.

PREVIEW

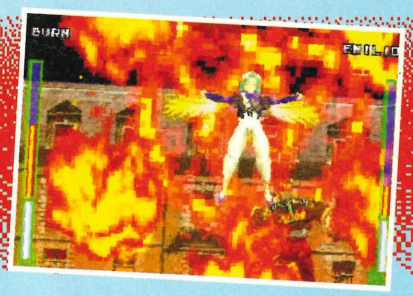
PSYCHIC FORCE

So you thought being psychic was all about bending spoons and Ouija boards did you? Not any more! Kick bottom using only the power of your mind in Psychic Force!

It used to be a simple thing, the fighting game. Just two blokes, two dimensions and about two moves between them. Nowadays though, you've got to be a bit more inventive. Take Psychic Force for instance, with people flying around fighting with their bizarre mind powers inside a giant cube to reach the final boss, called Keith(?). And all that done in a full-on manga style! Now the only way you could have a more original fighting game than that would be if you had the 1978 Ipswich Town squad facing off against the Wombles armed only with large fruit. Yes that's it! What a concept, I'm off to phone Namco! Stuff Tekken 3, what you really want to see is John Wark hitting Great Uncle Bulgaria with a bag full of kiwi fruit! While I'm gone, you have a look at Psychic Force, got that? Mum's the word!

WE DON'T NEED NO STINKEENG RENDERS!

Just to get you totally in the mood, there's a great cartoon intro at the start of the game, with Keith and rest of the flying fighters scrapping about, showing off their powers. It makes absolutely no sense to us, and the music may be the usual Manga rubbish, but since when did anyone care about that! It looks like something from the Moscow State Circus, and is dead smart. And that's all that matters!



THEY'RE ALL MENTAL!

You've got eight characters to fight with, each one with a different style of psychic power and set of special moves. You can even choose to be a baddie (a member of the evil NOAH group), a goodie (a member of the originally named ANTI-NOAH group, d'oh!) or a neutral character who's just there for a scrap!

BURN: GROUP ANTI NOAH

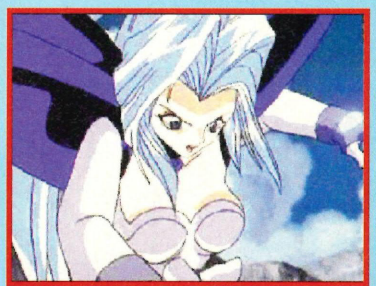
Burn is the default young bloke character with power over fire. Which makes him very popular at barbecues. He's the Firestarter, terrific Firestarter!

EMILIO: GROUP ANTI NOAH

Emilio may look like a girl, but don't tell him that. He's a winged child with mastery over light, so it's lots of the usual laser blasts for this fella!

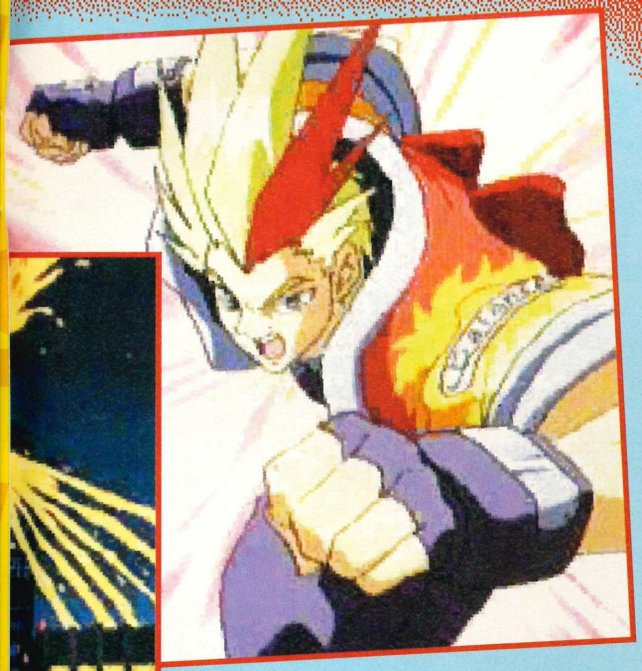
WENDY: GROUP ANTI NOAH

Windy Wendy's power is that of the gusty breeze. Right, I think I'll leave it at that before you start making your own fart jokes up! Parrrrpppp!



SONIA: GROUP NOAH

She's electric! Sonia has no problem with her leccy bills thanks to her voltage powers. Must make swimming a bit of a problem though. Boom boom!



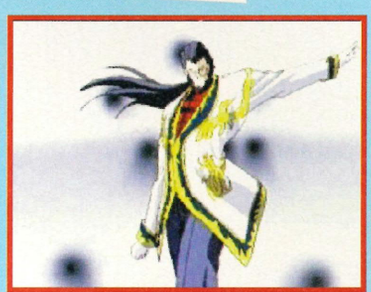
YOU'RE GOING TO GET A GOOD (PSI) KICKING!

The combat system in Psychic Force is quite unusual compared to other PlayStation beat-'em-ups. While you can get in close and do it the old fashioned way with punches and kicks, that's not very psychic is it? No, the real joy is to take your opponent apart with your special powers. You have two forms of basic missile attack, one unguided, which travels quickly, and one homing, that leaves you open to counter attack. These look incredibly puny when compared with the mental special moves each character possesses. They range from huge birds made out of fire to a typhoon being thrown at you, but the most impressive (and painful looking) move has to be Wong's multiple sword explosion. First he throws a sword through his opponent, then another eight or so, before making them all blow up! You'll end up with more holes than a sieve!

I WANNA TELL YOU A STORY!

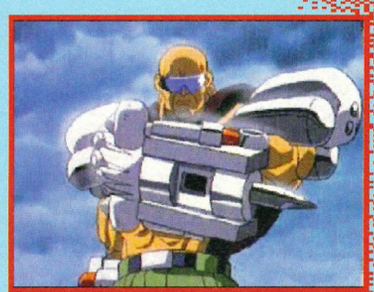
If you like to justify your acts of violence with a wafer-thin plot (I know I do), then the story mode will be right up your blood soaked alley. Each character has a different storyline, linked by conversations between the characters before and after the fights. What this means is that what may be the big boss for one character will not be the same for another. While this doesn't change the way the game is played, if you ever wanted to be the star of a manga cartoon, now's your chance!

BRAD: GROUP NOAH
Brad has power over gravity, which means that he throws lots of rocks at you. He also look like Edward Scissorhands, but noone's perfect!



WONG: GROUP NOAH
Wong has power over time, so obviously his most impressive attack involves sticking a massive sword through people. What a nice chap, not!

GENMA: NEUTRAL
Genma may look like a complete weirdo, but he's stranger than that! Not being a psychic he has the power of magic on one side. Just don't ask!



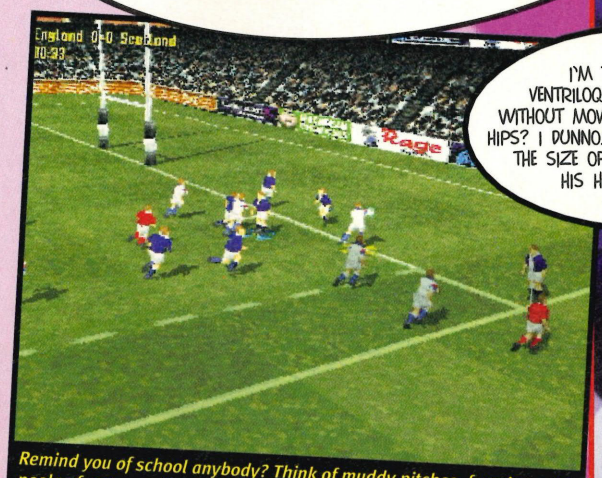
GATES: NEUTRAL
Gates is also a non-psychic, who gets his power from the bionic parts in his body. Which explains why he's a hit with all the lovely young ladies! Ooer.

PREVIEW

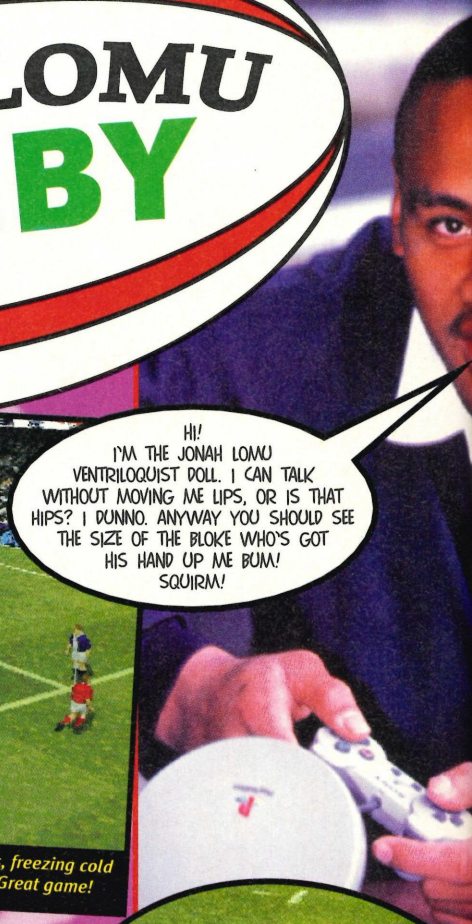
JONAH LOMU RUGBY

Can you drink beer for over fifty hours without passing out, and at the same time sing filthy songs, expose your private parts to the passing public while abusing all and sundry? Yeah, well we might just have the game for you...

Not being the biggest built bloke in the world I was always extremely reluctant to play rugby at school. The prospect of sliding my gently forming 'block & tackle' through pools of ice laden mud sent shivers down my pubescent spine. Fortunately, I always had an accomplice playing for the other side – Mr Andy Allison if you're out there, thanks. He equally disliked the combination of cold and pain, and much preferred the notion of a game of tig. This little aside kept us both warm and interested, but caused problems and, worst of all, detentions. Everytime we were in the scrum together the game would be completely disrupted by the monosyllabic chant of 'tig-tig-tig-tig-tig-tig', until the games master whistled and we were both sent for an early shower. Equally, the three-quarter line turned into chaos when one of us was 'it'. Again, it was detention that followed, but it kept me with intact precious bits and away from rugby. Now the Codies have made it so I can play er, rugga without freezing my nads off or hurting myself. Thanks!



Remind you of school anybody? Think of muddy pitches, freezing cold pools of water and bruises all over your battered body. Great game!

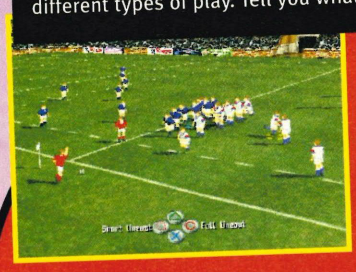


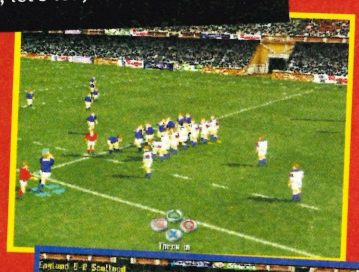
BUTTON IT UP!

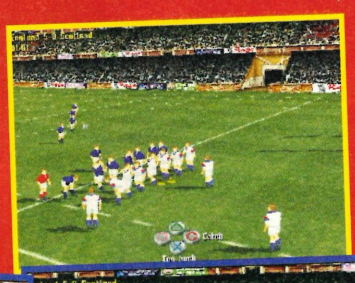
In Jonah Lomu's Rugby there's absolutely no need to worry about which buttons to use because the game incorporates a feature that automatically tells you which button to use. This is gonna be really helpful because in a game like rugga there's so many different types of play. Tell you what, let's let Jonah tell us...

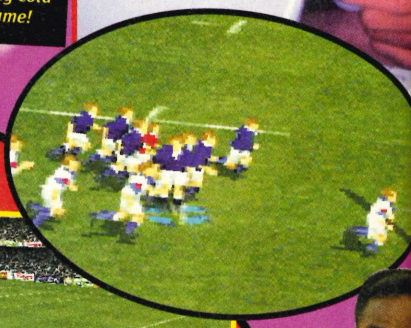
LINEOUTS

This is the throw-in of the rugby world, but unlike footy the put-in has to be delivered between the middle of the two teams. Being the biggest bloke on Earth I don't have to worry too much!



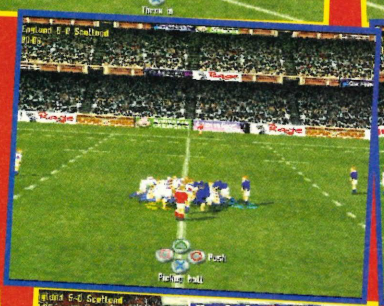


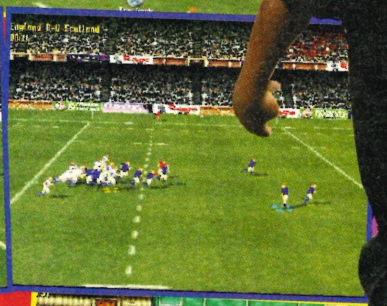


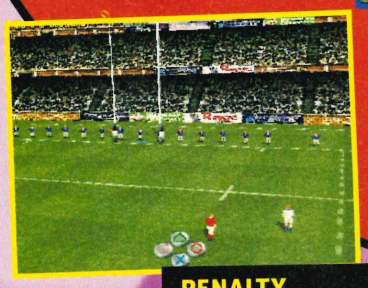


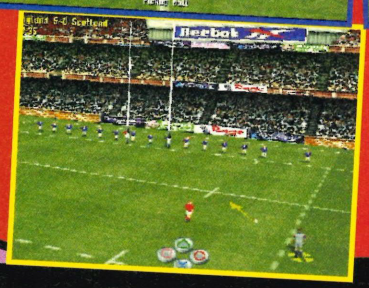
SCRUM

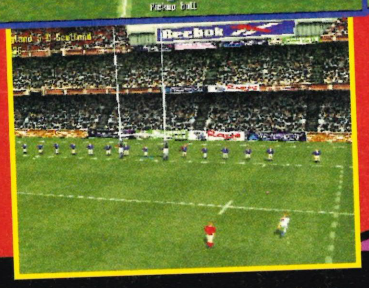
When there's an infringement you get awarded a scum down. This means your scrum-half gets to put in the ball, while both sides push hard. The idea is to make ground and then release the ball from the scrum out to the three-quarter line. I don't do these, I eat pizza... yum-yum up yer scrum!

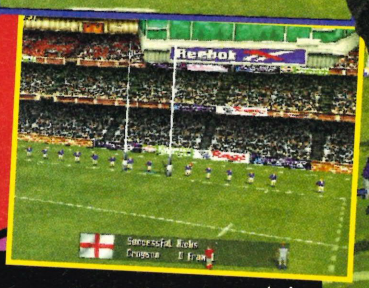










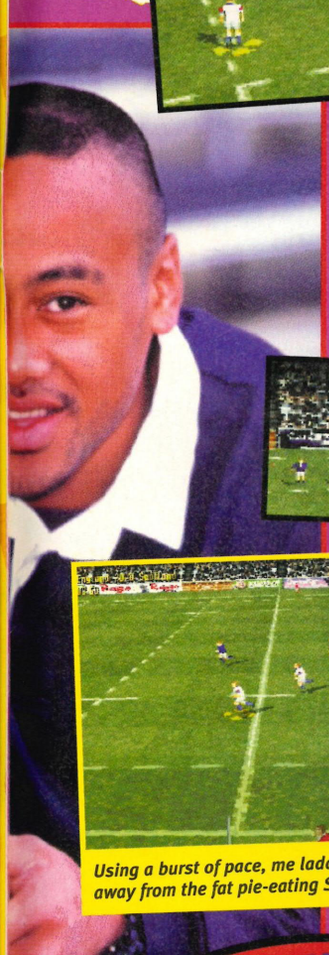


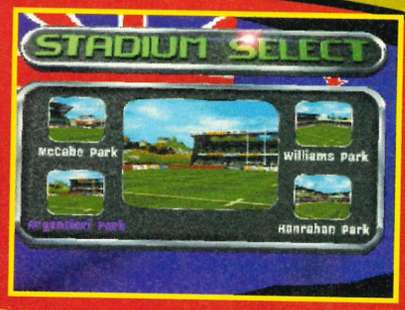
PENALTY

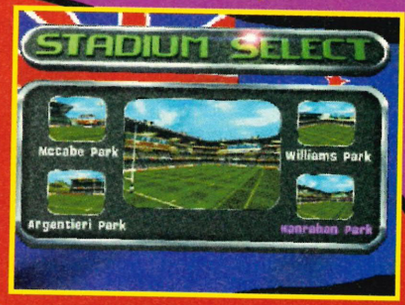
I don't take these either, I just do the 'charging-through-people-and-scoring-loads-a-tries' bit! But if you are a kicker, then anyone who's offside, caught fouling or tackling high and a load of other things, gives you the chance to kick at goal or kick for touch.

ON VERY DANGEROUS GROUNDS!

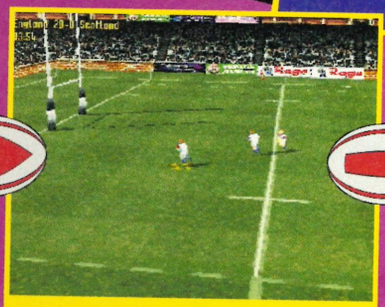
It'd be extremely stupid to produce a game that boasts just the one pitch – as soon as the wet weather arrived then the pixel pitch would carve up and there'd be brown, muddy bits of graphic everywhere! Plus it's not very good for creating a realistic simulation when you want to include a Tournament mode and a World Cup mode. So, rest assured there's tons of different pitches.



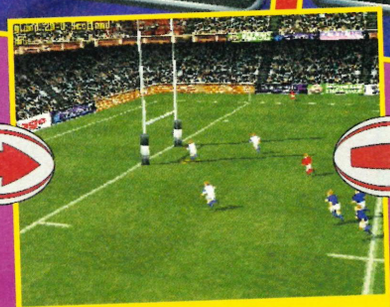




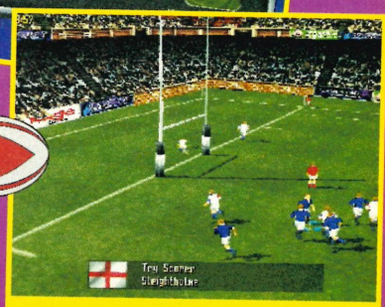
Using a burst of pace, me laddo streaks away from the fat pie-eating Scots.



Where are the Scottish Backs it counts? They're so slack that they're off-screen.



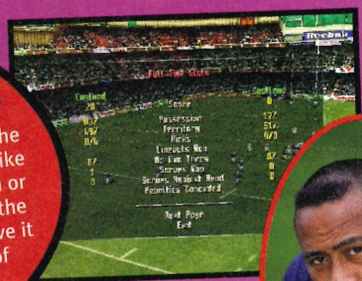
Oh, here they are. But it's much too late 'cos Johnny Englander's about to dive for the line!

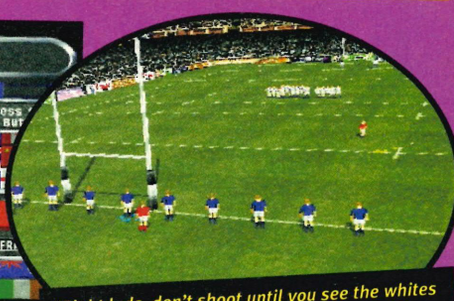


And there you have it. Er, that pile of pixels beneath the posts is a try scorer. Ta!

RAIN OR SHINE OR CRAP OLD SONG BY FIVE STAR?

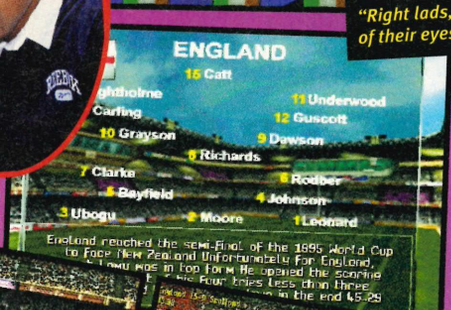
Like most outdoor sports, you can never rely on the weather – especially if you live in the UK! But unlike footy or most sensible sports, in rugby come rain or shine, hell or high water, you **HAVE** to play. And the Codies, not wanting the little pixel players to have it easy, have chucked in practically every type of weather known to man, or computer man. Brrr, feel the wind blow up your polygon shorts!

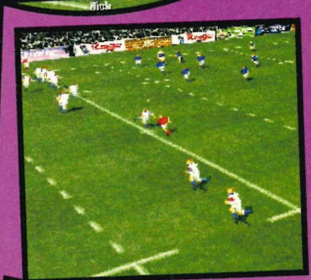




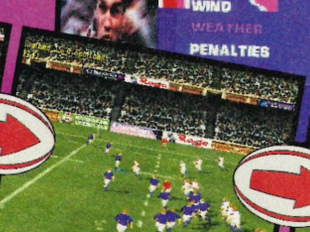
"Right lads, don't shoot until you see the whites of their eyes. Hold the thin blue line – Gulp!"

YOU THINK I'M HARD! BUT THE TRUTH IS I LIKE FROCKS!

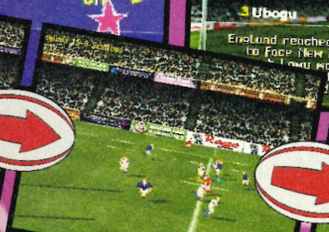




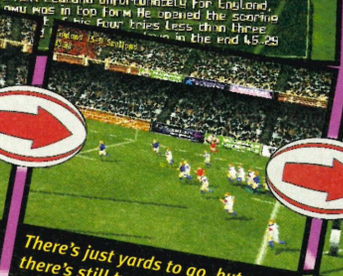
As the ball breaks from the scrum. England's three-quarter line pick up the ball. Exciting huh!



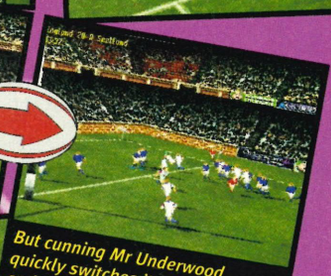
A feint to the left and then the ball gets switched out further right. Cor! It's just like the telly!



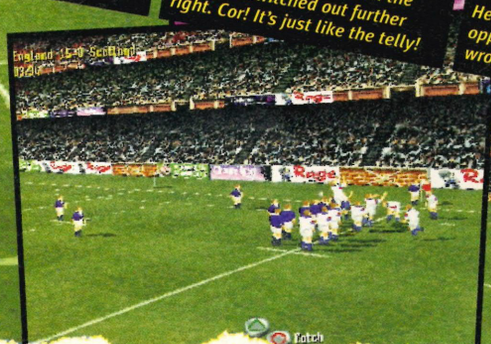
He cuts inside and leaves the opposition's defence completely wrong-footed. Ha-ha!

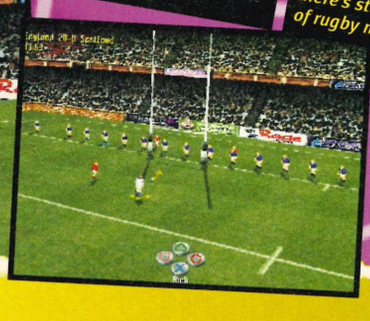


There's just yards to go, but there's still two strapping lumps of rugby muscle to get past!



But cunning Mr Underwood quickly switches it to Will Carling and there's no stoppin' him!





PREVIEW

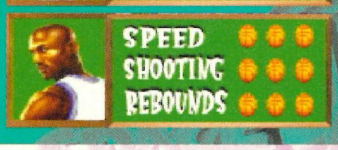
SPACE JAM

All your fave cartoon characters playing basketball! Bugs Bunny! Daffy Duck! Porky Pig! Michael Jordan? Yes, we know he's not a cartoon character, but apparently he's actually quite good at the game...

Another basketball game! What is it with these people? There are other sports in the world you know! Why can't we have some games about fishing, for instance? Imagine it, Virtua Trout, the game of warrior anglers. Hours of sitting patiently in front of a screen full of still water, waiting for a bite, trying to work your way up to the freshwater levels – hold on isn't that that Sea Bass crap thing on the Saturn I'm talking about? Hold on a J. R. Hartley. What's that you say? Space Jam? It's got cartoon characters in it? Sub-games? Huge monsters? Well, that sounds cool enough to me, okay, lets have a good look at Space Jam!

FLASH JORDAN!

All the Looney Tunes gang – as well as that bloke from the trainers adverts – are available to be picked for your bizarre team, displaying their skill ratings for all the world to see. Obviously Jordan is the best, since it would be embarrassing to be crapper at basketball than Elmer Fudd. In the regular game mode you'll tend to favour the best characters, but in the tournament you can only use each one once, so save your Bugs Bunnies and Tazmanian Devils for when you really need them. Bags Yosemite Sam!



This lot better slow down before they run into Bugs Bunny's giant foot! I can't bear to watch!

Fight! Fight! It looks like the Toons have got the monsters cornered. Go on Daffy, give 'em a good kicking!

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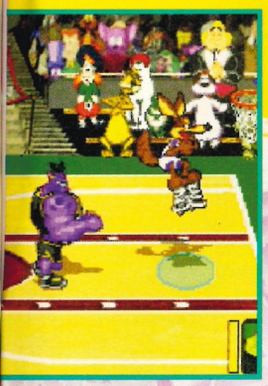
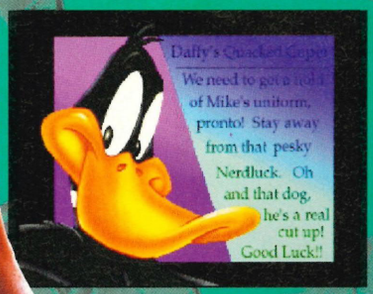
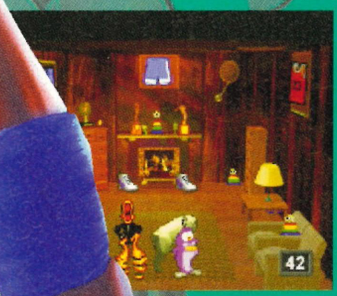
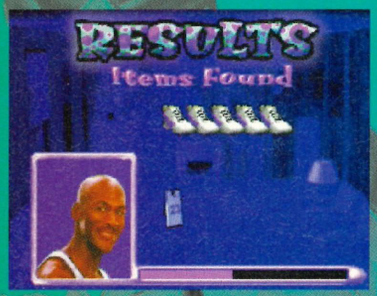


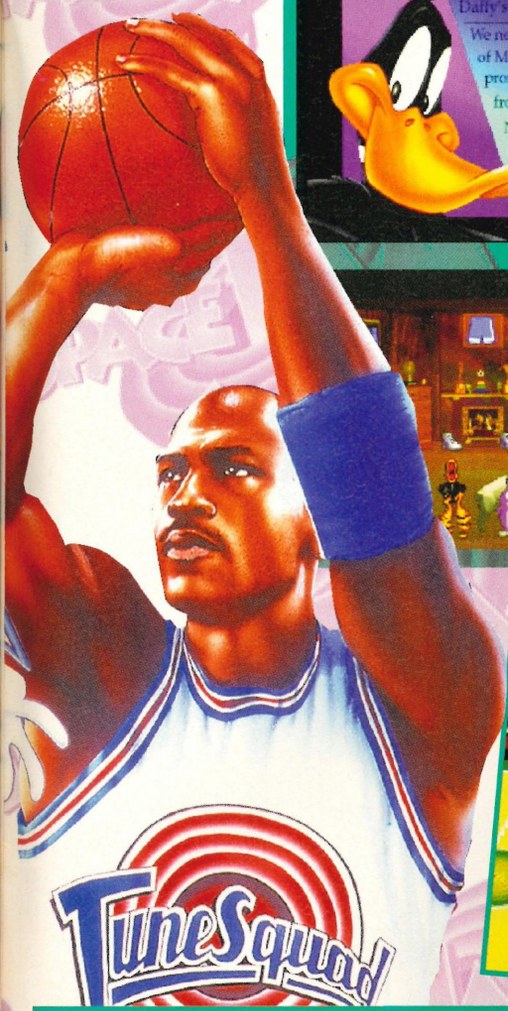
JORDAN WHERE'S YOUR TROOSERS!

For reasons that are best never explained to us innocents, your team's star has left his kit at home, so it's up to Daffy Duck to nip home and get it quick before the game starts. But it's not as easy as just grabbing his plimsolls and gym vest, and chucking them in a Tesco's bag. Mr Basketball has left his gear all over the place, as well as letting in a couple of undesirables who want nothing more than to slow you down, or chew you up. You're despicable!







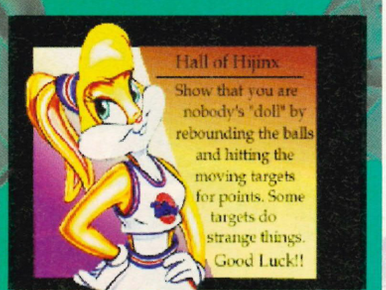


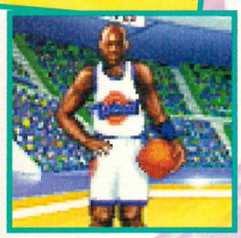
WILE E YOU GENIUS!

Michael Jordan's not the only player out to catch some air! The Roadrunner's arch nemesis Wile E Coyote puts his gadgets to good use when it comes to slam dunking, using an Acme Rocket strapped to his back to get some serious hangtime! Watch in awe as he rises into the air, ball in hand, before exploding and dropping the ball into the hoop! Pity he hasn't got enough for the whole team!

SHE SHOOTS! SHE SCORES!

Thanks to a series of sub-games, you can improve your teams' abilities between rounds by taking on the monsters off the park. Lola Bunny's game involves her throwing your balls at a variety of targets – ouch! – in a cartoon shooting gallery. Unfortunately, one of the monsters is trying to do the same. If you're in the mood for some dirty tactics though, throw the ball at your opponent and cackle with glee as they hit the floor. New balls please Mr Wabbit!





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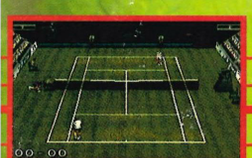

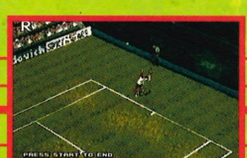

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